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First Draw

Welcome to... SCRYE #5... My nightmare... 1995....

The question of the moment is always what to write... No one ever reads the editorial page anyways-do they? I never used to... It was not until I became an editor and started to sympathize with those other poor people starved for sleep, attention and real food... At least with this issue, we can hopefully not sleep in the cozy domain of our offices... Last issue we developed the film. Argh. Never again. We bought a PowerMac. It's supposed to solve all of our problems... We'll see...

The card market has been hit with two major releases since we last talked. Star Trek:TNG and Fallen Empires.. Big Impressions. Star Trek:TNG Limited is next to impossible to find. Fallen Empires is EVERYWHERE. So far Star Trek has slipped neatly into the marketplace as a "second only to M:TG" game, and it is a smash as a collectible. The drawback with Star Trek:TNG, the game, is that players are buying decks of single cards rather than collecting them. The release of the Unlimited may slow this down... We'll see...

Fallen Empires has a problem-with no Revised boosters accompanying it on the shelves in those other markets... New potential players can buy a Fallen Empires booster and be left without a clue. If Fallen Empires were Legends we'd be having a field day finding new pockets of stock... it's not, but the art is just is good, if not better. With only 180 odd cards, there's not enough of a challenge for collectors. The players have been very quiet, perhaps too quiet about the cards and the game. The most prominent voices are those who wished the 65 extra cards to be new and exciting ones. With still about half of the print run to hit the stockrooms of your local retailer, we'll have to wait and see...

The big picture you ask? Like I know... We may be charting trends and supplying you with the most accurate pricing information directly from the stores, but I am not a Nostradamus, Linda Goodman or Harry Houdini.

One thing I should mention is that the prices in Scrye are determined by data that is gathered before we go to press. Once the magazine comes out, any number of factors can cause prices to go up or down. Scrye is designed to be a guide, not a card-price bible. We are dedicated to provide you with the most accurate infomation for prices. Pricing comes in right down to the last minute before we go to press. So, if prices are higher somewhere or lower elsewhere or if the price of boxes soars after Scrye comes out; it is beyond our control until next issue. Please use the Scrye prices as a guide! Ok?

As for SCRYE... We're monthly now, until you tell us otherwise. If you want to see something specific within these pages, then write and let me know; I work for you. All the letters I get, I try and print. The more scribbling you do on the envelopes, the more pretty pictures we have to show you.

So onward we go into a New Year. Best wishes to you and yours.

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Dear Scrye,
First, I would like to thank Scrye for such an informative magazine and to say that this letter is not directed towards Scrye. This letter is not from overseas, but from down South. B. Bosmand from Belgium (in the Scrye #4 Global Effect column), hit the nail on the head and I'd like to drive it in the rest of the way.

I too purchased and played Magic, but after the release of Spellfire, I found that Magic wasn't as much fun nor was the art even comparable to that of TSR! I traded my Magic cards in for Spellfire packs after my wife had done the same thing.

Magic cards have up to two paragraphs to read on many of the cards; consequently, we had to stop and read every other card during play. (If you have a magnifying glass!) Spellfire not only moves faster but more smoothly, with one sentence on most cards. No beads or markers to keep track of and no one with potato chip grease on their fingers grabbing your cards to read them. As to the card stock quality, we've played over 500 games at least and I find no problem with wear or pliability of these cards.

My family and friends do not wish to take part in an exploitation of card gamers and collectors by paying such outrageous prices for Magic cards, etc. I can see the plight of the dealer, with Magic cards vs Spellfire, as purely monetary. 40% of a $2.50 pack of cards is $1. 40% of $7.50 or $45 a pack is greater profit than the total cost of any Spellfire pack. You can add it up yourself. I do believe that the diversity of new card games hitting the market today will cut into Magic, but will not affect Spellfire.
I have asked many a Magic player if they have ever played Spellfire. Not one has ever played. I tell them that they don't know what they are missing but they continue to buy Magic... their loss. I've played both and no longer play Magic.

I do feel that I am beating a dead horse though, for the letters I have sent to TSR have yet to be answered and may never be. It's a shame that such dedication to the card gamer and card collector has been overlooked. They are probably putting everything they can into their next card game, Blood Wars.

With all the new releases of Spellfire Boosters, such as Ravenloft, Dragonlance and Forgotten Realms, the diversity of the game and possibilities to the three-card draw make this game a thrill with every turn. There are many ways to play variations of the game, as well. We now play with an eighty-card deck, with the same limitations of the standard rules. You can find these variations in Dragon magazine and in the original instructions. As far as the 55-card deck of tournament play, let them play in tournaments, if you know of any!

One other point: In all the ads for Magic cards, couldn't they use something other than the Giant Spider, or is it because the art is so squished into a small frame that it is the only thing that shows up in print?

M. Day
Violet, LA

I know that Scrye is read by some of the staff at TSR. I hope that they will respond to your plea to answer your letters. There seems to be a lot of loyal Spellfire followers... TSR is obviously aware of that, since they are producing a regular supply of support products for the game. Thanks for writing in.

Scrye,
I am a 14-year old, avid collectible card gamer. It all started back in October. I had seen people playing M:TG and I decided to give it a shot. I loved it. I only bought 270 cards, but they were good. Then, BOOM! Everyone and I mean everyone was playing it. Inevitably it got boring. There's another reason why I abandoned M:TG: You see, I am not the type to collect things that everyone else has. I made some profit by selling my cards to a friend and with that money I set out to buy a new series that no one else I knew had. I read about ST:TNG and OTE and decided to give them a shot. Again, I loved it. A few people I know are starting to collect them and I hope I never get bored with them. I also hope you print a card list for them in Scrye #4.

Another thing I would like to say is that you did an excellent job printing the instructions to OTE in Scrye #3. It convinced me. Keep up the good work and maybe even print two or more instructions in future issues.

I have one more thing to say: A few of my friends and I have tried to create our own collectible card games. Ha! We have found this to be VERY difficult. Personally, I am determined to create one. I was wondering if you could maybe print an article in a future issue which tells how to make a card game. This way, people could make games that are custom made to them and not have to blow big bucks on games that aren't as appealing. Heck, you could even have a competition where people send in their ideas and have them professionally printed if they win.

Thanks for your time, Scrye guys. I hope you consider some of these ideas.

E. Ison
Lexington, KY

P.S. Are there going to be any Marvel, Mortal Kombat, or any other popular things made into card games?

Creating a card game requires innovation and money as well as a lot of work. As far as I know there is no formula for success, although I assume that a lot of math is involved in calculating rarity and card interaction. From our reports on the street, the word is that Marvel/Fleer should have a game out shortly... There are other licenses and projects in the works at major card manufacturers. As soon as we know for sure what's coming out and when, we'll let you know!

Dear Scrye,
Really enjoyed your first three issues. The articles on upcoming games are great and should really help to evaluate a game before it appears on the store shelf. With so many new ones coming out and so little cash in my bank account, I appreciate the chance to avoid investing in a game sight-unseen and getting stuck with something I don't care for.
Your price guides for M:TG have been very helpful for assessing the relative values of cards when trading. Essential, really!

However, as a guide to the cash value of individual cards, it is not very realistic. Retailers may be asking these prices and occasionally getting them from persons who don't know better or who have too much money. However, the reality is that (in urban areas anyway) there is a flood of cards available from players and collectors for a fraction of the prices that you list. For example, today I paid $15 (Canadian) for over 30 Rare and Uncommon cards, including Gaea's Avenger, Rasputin Dreamweaver, Ayesha Tanaka, Jacques le Vert and many others, none of which list for less than $3 in Scrye.

I think that price guides become a self-fulfilling prophecy. I know that several retailers in my area use your price guide for singles, completely ignoring the demand for, or local availability of the cards. Now that many new games are coming out, some of the older M:TG players are dumping their cards to invest in new games. I highly recommend that players try to acquire the cards they need from other players or collectors first. I have never paid more than $3 for a single and have over 2000 cards, from Alpha to The Dark, with over 200 Rare cards.

Thanks for listening.

G. Harrold

Edmonton, Alberta

Thanks for your letter. The prices that we publish are obtained from real retailers and are the prices that the cards are actually selling for. We find that there is a considerable variation in prices across the country in spite of the wide circulation of Scrye. It sounds as though you are lucky enough to live in a low price area.

Dear Scrye,
I noticed in the third issue of Scrye that the Legends card list shows the card type and rarity reversed. Just thought I would let you know.

Sincerely,

N. Beddow

Minneapolis, MN

P.S. How much is the Fallen Empires Deep Shaw worth?

Whoops! We've got that fixed this issue... Thanks for pointing it out. You'll find your Deep Shaw card listed in the Fallen Empires price list in this issue.

Dear Scrye,
I enjoy your magazine very much. The price guides are great for working out tough trades. I hope that your magazine will continue to grow.

I play Magic quite often, like many of your readers, so here's my plan. I say that we all band together and make Wizards of the Coast print my new card, War Sprites, in their next set. I have sent my prototype along... so just look at them - They Rule!! Who couldn't use that card?
So, there you have it. Impressed? Of course you are. Now all you have to do is write to Wizards of the Coast and demand War Sprites. Thanks for your time.

D. Leiberg

West Bend, WI

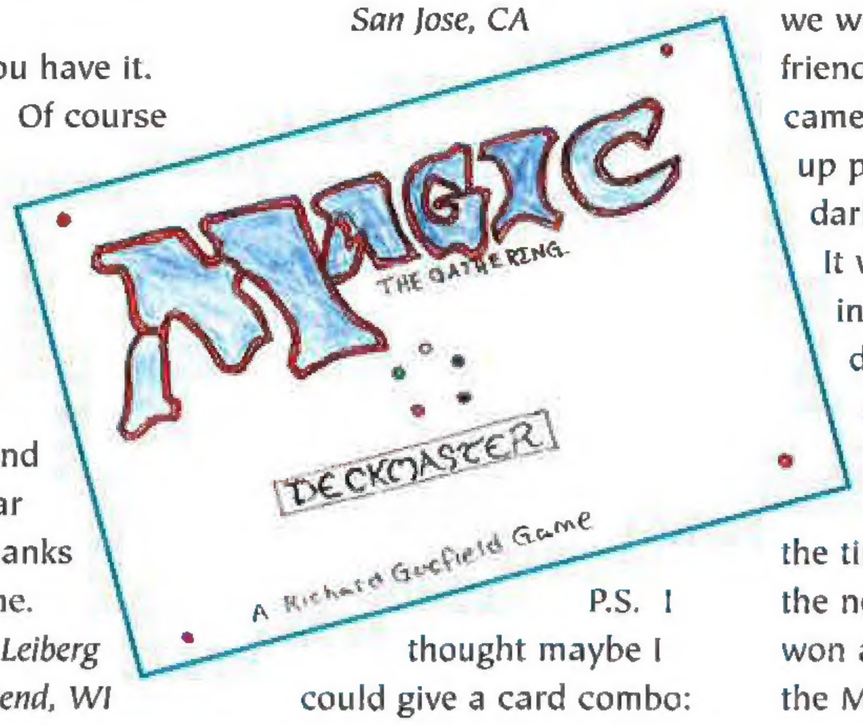
Your War Sprites were too innovative to pass up... Just remember that Wizards of the Coast have trademarked the Mana symbols and the card text and illustrations are copyrighted. We checked with them first before we printed your War Sprites creation. It's NOT okay to use the Mana symbols as you please, or color photocopy Magic:TG cards. On the other hand cut-ups like this are fun to play with and throw out at an unwary opponent. Also making up your own cards is a lot of fun and with a bit of rubber cement you can surprise your friends with your artistic savvy.

Dear Scrye,
First, I would like to tell you how much I look forward to each issue of Scrye. Next, I wanted to know if you guys had any information on the next expansions, Ice Age and that best of the expansions thing.

Also, I really appreciate your printing my envelopes in issues 2 and 3. It really makes me feel honored that you printed my second envelope, even though I didn't write to you. I hope that you like this envelope. Anyway, thanks. You guys are really cool.

P. Hua

San Jose, CA



P.S. I thought maybe I could give a card combo: Wrath of God, All Hallow's Eve and at the same time, Tormod's Crypt.

We like to give budding artists as much encouragement as we can. At present it appears that Ice Age will debut in May and the Best of '94 series in August. Watch for Ice Age cards in the SPRING Issue of many of the industry magazines (See Card Collector Confidential in this issue).

JM and Scrye,
Greetings from a nocturnal desert dweller!!! I just finished reading Scrye #3. I was both surprised and pleased after reading the letter from the grandparent in California who plays Magic. I think the appeal to all generations proves its merit as a long-lived and loved game. There is only one thing that bothers me; since I have been playing and collecting, I have noticed gaming is a male-dominated hobby. My husband was into Spellfire. I had never played so I was disinterested. The only good that came from it was bribing him with Booster packs to get the garbage taken out. I would go with him to gaming stores. The only reason he had not yet discovered Magic was because it was always sold out. As fate would have it we went one day with his friends when The Dark came out and they ended up playing Magic until dark (literally till dark). It was then that I was introduced to the wonderful world of gaming. After he begged me to play, my competitive nature took over. By the time the sun had risen the next morning, I had won a game and caught the Magic bug. (By the way, I am still quite ill, with no chance for recovery.) Since then, I have yet to understand the lack of female interest. Even at conventions, it is 128 to 6. I have some good advice: If any wizards out there are getting nagged by a mom, sister or significant other, about the consumption of time and money on Magic: The Gathering, teach them to enjoy it too! If you can't beat 'em, have 'em join! Also, if you have never played a match with a female wizard, you don't know what you are missing!!!

M. Hull

Phoenix, AZ

P.S. I will beat my husband to the store to buy Scrye #4. Will a list of Fallen Empires be in it? Instead of bribing my husband with Booster packs, loser of the match takes the garbage out!

Yes, the Fallen Empires check list was in Scrye #4 and the prices are in this issue. We hope that you can encourage more women to play Collectible Card Games.

Yo! Scrye,
I have a song for you...
On the 12th day of Christmas, Magic game to me:
12 Demonic Hordes
11 Gaea's Lieges
10 Fungusaurs
9 Northern Paladins
8 Leviathans
7 Aladdins
6 Nightmares
5 Mox Gems
4 Force of Natures
3 Shivan Dragons
2 Royal Assassins...
... and a Black Lotus in a tree!

A. Rutledge

Lincoln, NE

P.S. I hope you like my envelope!

Thanks for your song and envelope art. We hope our readers enjoy them!

To The Excellent Staff Of Scrye,

I just picked up a copy of Scrye #3 and again it was a fine piece of work: well-written and very informative articles, timely news and informative shop talk. It may sound weird but I pick up your magazine for the articles; to me the price guide just happened to be there (they are great as a checklist, though). This sounds even more weird since I consider myself a collector first and a player second. I know that you have received numerous letters on the pitfalls of the collectors' market but I just wanted to put my two cents in.

One of the letters in your Scribbles section puts down collectors for being, for all intents and purposes, the root of all evils. I believe that the person they were referring to might be better labeled as a speculator... there is a difference. It is my view that players should not outcast collectors (or anyone for that matter) but actually love them. For true collectors are in this hobby to collect cards they want to keep, either to complete a set or to get some specific cards. These are people who would trade a spare Shivan Dragon for a much sought after Will-O-The-Wisp.

Most of the collectors I know have no need for triples or quadruples of a card that they already have or are interested in using in their decks. Collectors go by the axiom of; "I have something you want, you have something I want, we'll trade", not by

the rule of the price guides (no offense intended).

Speculators on the other hand have the propensity to hoard packs, if not boxes of cards; artificially inflate their prices to obscene values and keep several individual cards that they have no intention of using, let alone know what they are for. These people are detrimental to the game and are the same people who make card packs difficult to find, inflate individual card prices out of proportion and, in the end, will turn this wonderful genre into a rich kid fad.

I don't need to point out that speculation has practically destroyed the sports card market. Too many gimmick cards, too many sets, too much emphasis on getting that ultra-rare

card; prices so high that average collectors have little chance of getting the cards they want, let alone attempt to complete a set. These problems have turned off a great number of collectors from an otherwise highly enjoyable hobby.

The same has happened with the comic book industry. Too many Issue #1's, final issues, big hero dies issues, big hero comes back issues, super prismatic chrome cover part I version 4.2a; in short; too much product for the speculator and not enough for the readers and collectors. Thus, I have a plea to all players, collectors, game manufacturers, retailers and even speculators: Let's all stop thinking of our short term gains and emphasize the long term ones that our actions will make.

To the players: please resist the urge to go out and buy that super important card for $20 to $30. Remember that the game has been designed to let you play competitively with just Commons and Uncommons. If you pay high prices now, it will only promote speculation leading to further inflation and you'll end up paying even more in the end.

To the game manufacturers: please remember that it's a card game first, a collectible second. Please don't create gimmicky cards, don't produce an edition so limited that anyone who comes in a day late gets nothing; do produce an unlimited edition within the year of issue of a limited one and maintain game balance as it pertains to card rarities.

To retailers: remember that what you gain now in profits from inflation is easily lost when the market crumbles because of high prices. If you protect the industry now, it will make you more money in the long run.

To the speculators: I understand that there is a market out there and you're free to make as much money as you can, but I ask you to look at your sports cards and comic book counterparts and let your conscience be your guide.

There is no single solution to the hyper-inflation problem nor is there any one group to blame.

However, each and every one of us has a role in preserving our fragile hobby. We can all start by saying, "No Thanks" the next time someone offers you a Rare card for $20 to $30... or better yet, tell them you can't pay for it, but you'll play them for it.

Sincerely,
J. Ruina
Scarborough, Ontario, Canada

Cher Scrye,

Hello! I've decided to write to you after reading the Global Effects in Scrye #4. It seems to be a perfect forum for the expression of ideas.

I would like to thank you for printing an impartial and accurate price list. Almost the entire eighth grade at my school now plays Magic. At first, it was two Great Old Ones (I'm a Call of Cthulhu enthusiast - forgive me.) and a couple of new players who the Elder Ones quickly relieved of all their semi-valuable cards, notably a Nightmare for two Sengir Vampires. Of course, the beginners had no idea that they were being bamboozled and neither did I. Very shortly after I began playing, I bought Scrye #2. The presence of this single magazine quickly put a stop to all unfair trading. Thanks again.

And now for combos:
Instill Energy on Birds of Paradise.
Word of Binding with multiple Royals.
Howl from Beyond with any Trample creature.
Fear on Nicol Bolas.
Underworld Dreams and Braingeyser.
Mana Flare and Rock Hydra.
Field of Dreams and Millstone.
Touch of Darkness and Hellfire.

Why are Antiquities prices so low? The set is crammed full of useful artifacts. Personally, I would rather have a pack of Antiquities than a box of Fallen Empires. (I made the mistake of splitting a box with a friend. How many Basal Thrulls does one need?) Also, what does a Yawgmoth Demon do? It sounds really cool. Well, that's about it. I think you put out a fine magazine, with insightful articles and useful guides. Happy Holidays.

Sincerely,
A. Samsky
Brookfield, CT

P.S. Keep your Mana Vaults dry!

Prices are determined by supply and demand. Apparently there isn't as much demand for Antiquities as there is for other sets, particularly`

Arabian Nights. Thank you for all the nice comments, our heads are swelling already.

Hey,
Let me begin this letter by congratulating you on a great magazine. I really enjoy the articles and also knowing how much the cards are worth. However, let me get to the point of this letter. I have two questions: First, how much do you think a Chromium, signed by Richard Garfield, would be worth? Second; looking through Scrye #4, I saw an upcoming game from Thunder Castle Games, called Highlander. Please say this is based on the movie and TV series. I'm a huge fan and I'm just curious to see if this is a dream come true or not. Thanks for your time and keep up the good work.

J. Ferguson
Colchester, CT

According to our information, Highlander is based on the TV series. The value of an autographed card is a very personal thing and it is very difficult to establish a price for them. For some collectors, autographing actually reduces a card's value. The best advice that we can give you is to shop around until you find someone who is willing to pay you a good price for it. A good place to start is with the many dealers who advertise in Scrye.

Dear Scrye,
I've been playing M:TG for two weeks and I love it. I have discovered what appears to be a flaw, however.

While Lord of the Pit can damage the unwary Controller, anyone can summon a Shivan risk free. Dragons, like demons, are very independent and have a tendency to resent being bothered by Wizards. Since they have been known to collect treasure, perhaps some mandatory artifact sacrifice would suffice, e.g. a sufficient equalizer.

B. Harris
Nashville, TN

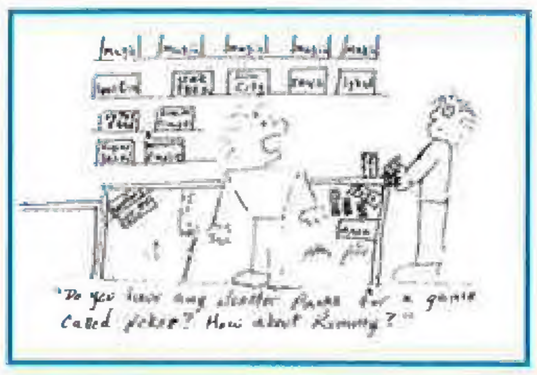
Magic:The Gathering is a very complex game and there are many nuances in playing it. I am sure that you will find other alternative plays that have different risk/reward values as you become more experienced. I'm glad that you enjoy it.

Gentlemen:
Great job on Scrye #4! However, where are the individual card prices for On The Edge, Spellfire 2nd Edition, Dragonlance, Ravenloft and Galactic Empires?
Thanks and take care,

H. Dawson
Gross Pte Wds, MI

Our prices are based on actual selling prices for the cards and we have not been able to obtain enough data to publish realistic prices for these sets because there appears to be very little selling of individual cards. If you know of any retailers selling these cards we would be happy to have them on our team. Just ask them to call or fax our office at their convenience.

Dear Scrye,
All of you are doing a great job keeping gamers and collectors right on top of the gaming world. Your price lists are a major foundation for most trades and purchases. Without your magazine, a lot of people would be left in the dark. One problem though, what happened to the arrows? They were very helpful, in that it made it easier to spot the price changes, instead of checking from issue to issue. Another big problem with gaming in general... What's going to happen to my favorite little card shop when the *-Marts start to carry the games. It is good to show people the gaming world, but then the two are going to have to compete and that might have a nasty outcome. I'm even starting to see cards in the electronic stores.
Time to get off a bad subject - all I can say now is... Fallen Empires, WOW! I purchased one box and came three shy of a full set. Some cool combos from Fallen Empires are: (1) Breeding Pit and Lord of the Pit (take care of it with the same color), (2) Breeding Pit and Ebon Praetor (5/5 + + + First Strike, WOW), (3) Night Soil and blocking with any of the Saporlings. I hope you will always have quite a few of those little pests. Hot cards in Fallen Empires: Hand of Justice is a big one, with Breeding Pit, Ebon Praetor, the different colored Bottomless Vaults, Orgg and Thrull Champion, not far behind. Well, I guess that makes me a Fallen Empires nut, but that's okay.

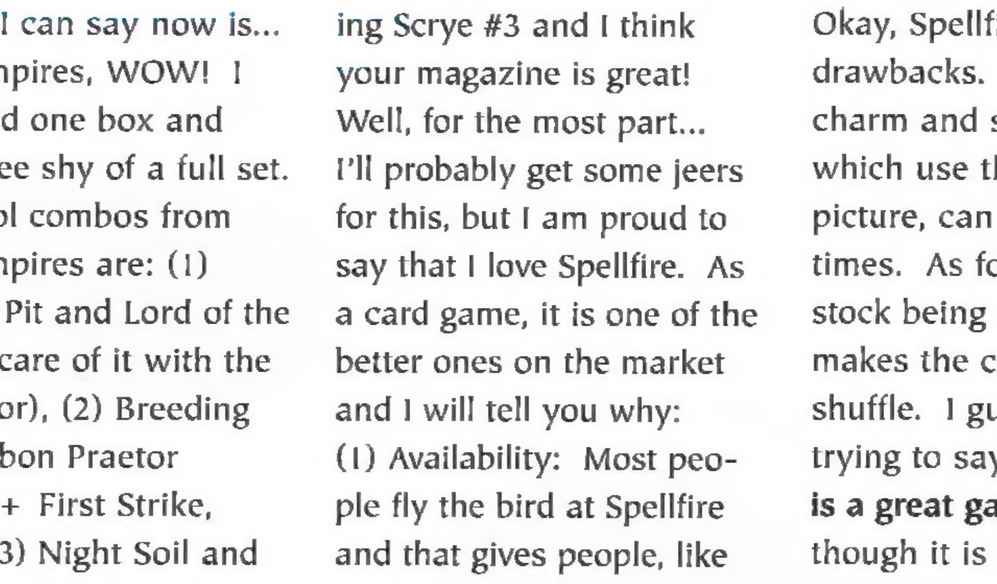


Thanks for letting me put in my two cents worth... Can't wait for the new novels and Ice Age.

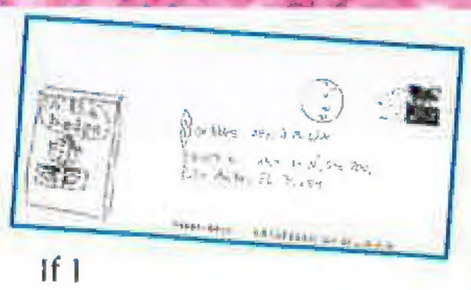
Sincerely,
J. Bickert
Pt. Pleasant, NJ

The arrows are reappearing in this issue. There was a problem with the film in issue #4 and the arrows were inadvertently left out. While the *-Marts may carry a few Revised Packs and Boosters, they will never carry the range of product, particularly out-of-print products and individual cards, that the game and hobby dealers do. Thanks for your comments on Fallen Empires.

Dear Scrye,
I have just finished reading Scrye #3 and I think your magazine is great! Well, for the most part... I'll probably get some jeers for this, but I am proud to say that I love Spellfire. As a card game, it is one of the better ones on the market and I will tell you why:
(1) Availability: Most people fly the bird at Spellfire and that gives people, like me, more of a shot to get the cards I need.
(2) Cost: I can't see myself selling an internal organ to buy a booster pack. These people who



are paying up to $50 for a single card for a card game - that does not make sense.



If I am going to fork out that kind of money, I want to make sure the thing can be used.

(3) Recognition: TSR had AD&D out long before Magic arrived. Just because they used recycled art doesn't mean anything. Doing it cuts down on production costs, which lowers the price I pay, which flows back to #1. See... a circle?
(4) Simplicity: Spellfire doesn't need any jellybean-looking things to play - just a table and they have brought something new into card games with Dragonlance... real time. That makes play even more fun - yet simple!
Okay, Spellfire has a few drawbacks. Things like charm and sleep spells, which use the exact same picture, can be confusing at times. As for the card stock being so thin; it makes the cards easier to shuffle. I guess I am just trying to say that **Spellfire is a great game, even** though it is not Magic, Jyhad, Star Trek, Illuminati, Super Deck! or On The Edge, etc., etc., etc. Of course, I remember the same harassment that went on when AD&D first came out... "It won't last, it's a spin-off of whatever", blah, blah, blah. We won't say what happened to AD&D.

Sincerely,
B. Barrow
Plattsmouth, NE

P.S. Enjoy the picture I sent - it's on a 3 x 5 card.

Card Collector

CONFIDENTIAL

Secrets? Can you even keep secrets in this industry? Well if you can, I guess I'm rather trustworthy, 'cause we find out quite a bit about what's going on from anonymous phone calls, men in raincoats, bathroom walls and of course, well-secluded phone booths... So who am I to break a promise, tell a secret... well maybe just this once I'll let you in on a few things... But first let's take a look at the last part of 1994:

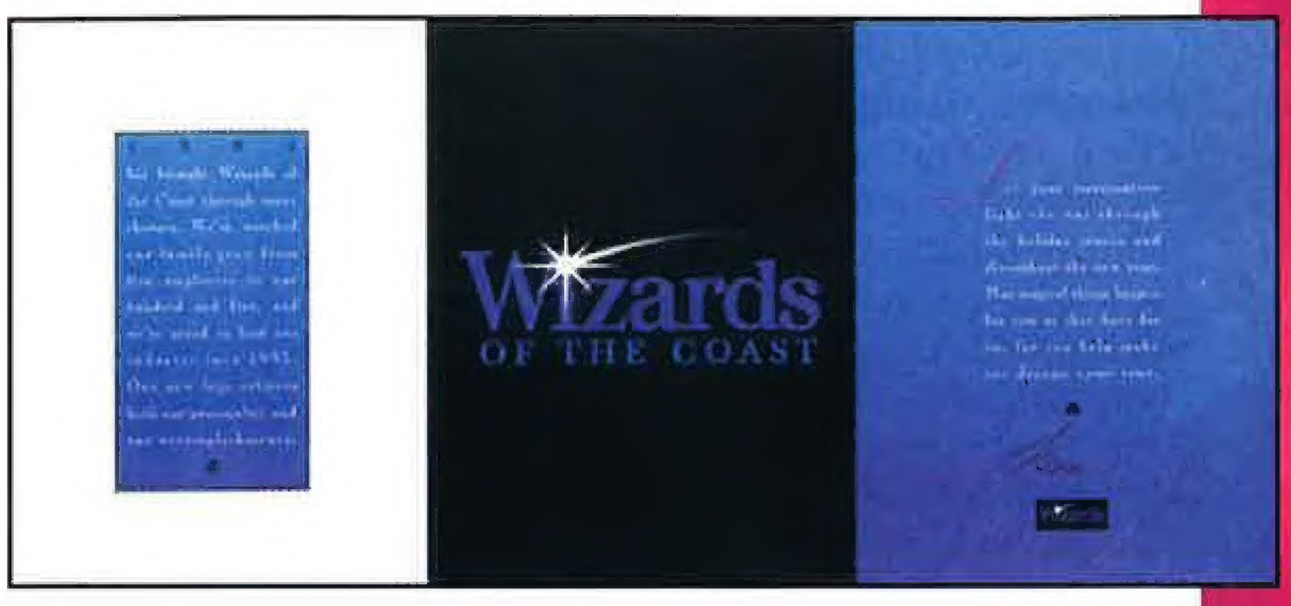
December was a boomer month for CCG (collectible card games) with Star Trek:The Next Generation Unlimited Edition from Decipher, Fallen Empires from Wizards of the Coast, Galactic Empires Primary Edition and the long-awaited Illuminati:New World Order. The performance of ST:TNG has certainly done much to support the wide speculation of its imminent success, ST:TNG Limited Edition virtually evaporated out of its cases and sales of the Unlimited Edition have been steady. Fallen Empires, the latest limited edition expansion from WotC for Magic:The Gathering, has perhaps the most beautiful design of the series and has met with positive feedback from the players, even though the set was smaller than was hoped for. Galactic Empires, from Companion Games, was a huge surprise... The art was almost totally recommissioned for this project (Edward Beard Jr., Melissa Benson, Mark Poole, Doug Shuler, NeNe Tina Thomas, Susan Van Camp, LA Williams...). The cardstock is sooo much better than the original series and the game has some twists added... check it out! Illuminati: NWO was expected to be an immediate success with the long-standing fans of the original Illuminati game.... This certainly has been the case, but from all reports, there is a lot of interest from non-followers and the game is virtually sold out everywhere... Watch for the Unlimited Edition cards in early 1995!

Speaking of 1995, the Xmas season brought some notable greeting cards which I thought I would share with you... The wolf card is from White Wolf Game Studios; Wizards of the Coast's wished us well and introduced us to their new logo at the same time; and Mayfair's card gave us a sneak preview of the SimCity cards to come (hopefully in late February, 1995).

So we made it to 1995... Doomtrooper shipped over Xmas and New Year's and is now storming through the stores in Decks and Necropacks. Watch for the Inquisition expansion in March.

PRESS RELEASE

Inquisition Booster Display - the first expansion for DOOMTROOPER. This expansion will take the game into some new directions. It will center around the most powerful forces in the MUTANT CHRONICLES universe, the Brotherhood and the Dark Legion. Inquisition will also introduce a new card category - "Relics" - ancient objects and artifacts that hold tremendous powers. There will also be new personalities from all of the corporations (including the Dark Legion apostles), new regiments, vehicles and more. Besides new gameplay features, there's also other enticements:

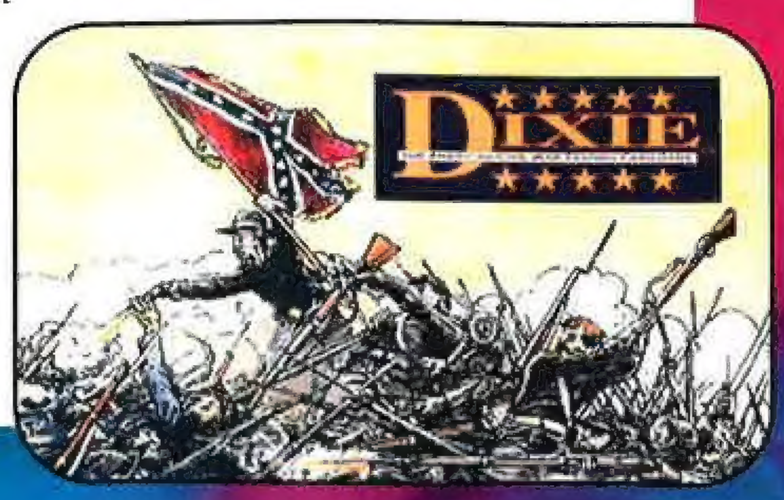


LIMITED EDITION (this expansion will only be printed once), GOLD FOIL packaging, over 100 NEW CARDS; and random cards, signed by some of the top DOOMTROOPER artists, will be included throughout the print run. There will only be 1,000 cards, from each of the three artists, for all languages!

Wyvern is the big release for January and it is anxiously awaited... The new cards, enfolded in pink wrappers, have a really cool gilded-look card back. The game is already being raved about by the industry... and there are nifty gold and silver Wyvern cards you can get, and send in for redemption, by opening booster packs... The next expansion is planned for February so expect excellent support for this game, which is produced by the world-renowned tarot and playing card manufacturer, U. S. Games Systems. Later this month and on into early February, we should have the release of the long-awaited Star of the Guardians game by Mag-Force 7 (Margaret Weis & Don Perrin)-watch for some really hot featured artists.

The On The Edge Game, from Atlas/Trident, gets a boost from The Cut-Ups Expansion out in February. The Cut-ups is based, not on paper dolls, but rather on a methodology of writing employed by Bryon Gysin and William S. Burroughs, among others.

Already out there are two very notable games for the historical buffs and the wargamers... Columbia Games has captured the battle at Bull Run in its first release for Dixie, the collectible card game that recreates the American Civil War battles. Watch for the next release - the battle at Shiloh, shortly. DIXIE-The American Civil War Trading Card Game captures the drama of Civil War battles in a highly playable format. The first 200 cards depict only the units that fought at Bull Run (also called 1st Manassas). Every regiment, battery and officer commanding a brigade or higher, at this battle, is included. Bull Run was the first



major battle of the war and the uniforms seen on this battlefield were especially varied and colorful.

Future expansion decks will deal with famous battles, including Shiloh, Antietam and Gettysburg. These decks, in addition to the various regiments, introduce many of the exotic weapons used in the Civil War, including Ironclads, Observation Balloons, Gatling Guns, etc. Dixie is the most complete and accurate portrayal of the Civil War uniforms and weapons ever published in any form. It's in stores now!

Echelons of Fire and Echelons of Fury, by Medallion Simulations, are modern and World War II card games of tactical combat. Players represent a country and attempt to destroy the enemy's Headquarters The battle involves terrain, vehicles, infantry, aircraft, artillery, maneuvers, support weapons and much more. Watch for their release at the end of January!

The big February release is Blood Wars from TSR, Inc. Blood Wars is based on the popular adventure game world, Planescape. Since we managed to acquire the rules for you in this issue, I'll spare you the details, but the card art should be really spectacular-don't miss this one!

Power Cards from Starbur Productions is out this month too...

POWER CARDS

This allows battles between super-powered heroes and their nemesis. There are 300 different cards consisting of 140 common, 100 popular, 50 rare and 10 ultra-rare cards.

POWER CARDS is tagged as the definitive Super - Powered Trading Card Game. It is a two-person game in which the players pit their collection of Heroes, Villains and Enchantments against each other, simulating a scenario of super-powered combat. With a multitude of ingeniously crafted Enhancement cards such as: "Automatic Dodge", "Big Gun", "Informants", "Thugs", and "Sidekicks", there is no way to predict how things will turn out. Instructions for creating your own character are included, as well. In addition to the basic card set, there will be some random cards included to insure a wide variety, even within the basic decks. Look for the Power Packs which will include more heroes and villains in addition to more enhancement cards. Also included will be Ultra-enhancement cards such as: base of operation cards, corporations cards and other strategic cards. With POWER CARDS' superb layout, it promises to be more than a game. With sub-sets based on specific teams such as: BIG BANG characters, U.N. FORCE, STORMQUEST, etc., the system of POWER CARDS is one that will grow steadily. Included are Power Scorecards so players can easily monitor their power levels. There are two starter sets containing 50 cards each, designated as "A" and "B" which contain 30-35 different cards plus random insertions of popular and rare cards. Included in each display will be a rare Ultra-Enhancement card that will only be available in specific promotional avenues.

Don't forget about WotC's card game out this month... Richard Garfield's The Great Dalmuti is likely to land itself on your favorite game shelf shortly.

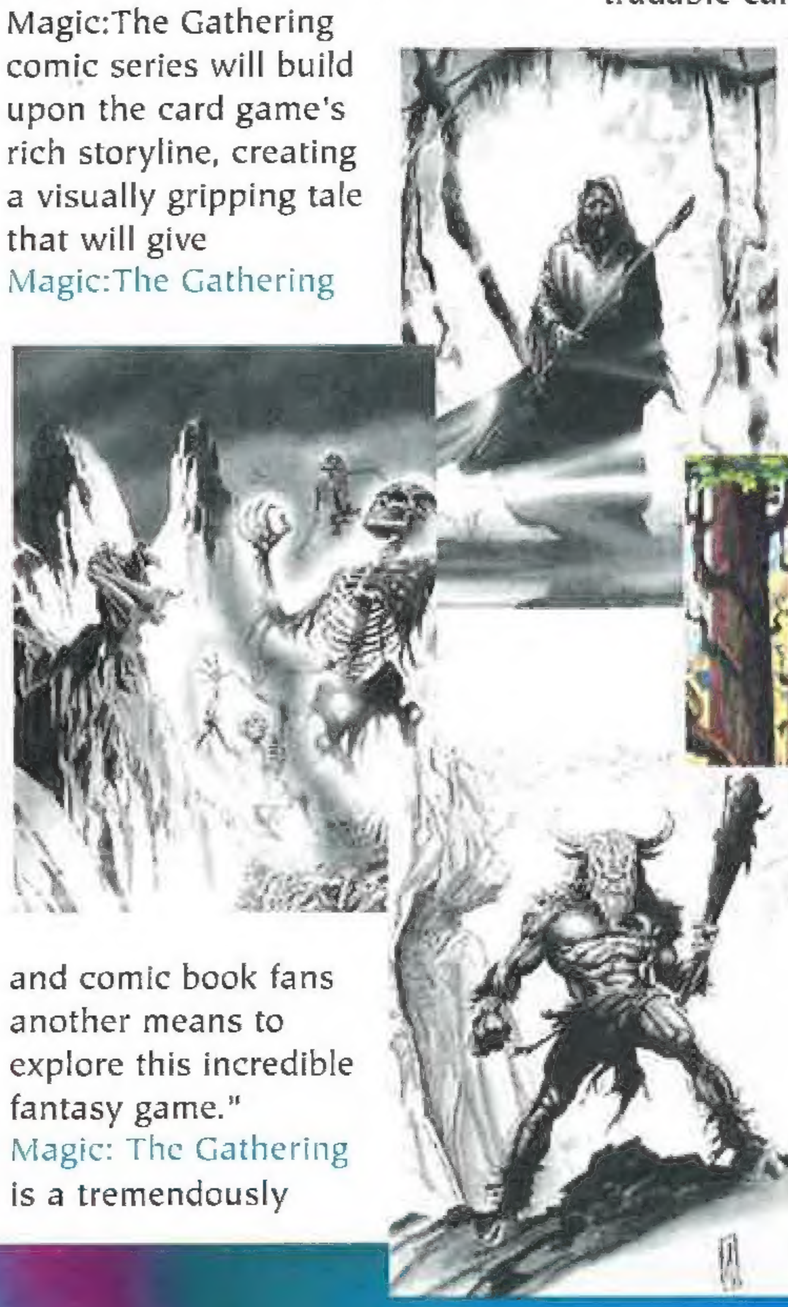
March should bring some interesting dimensions to the card game world, once again, as Acclaim Comics launch their Magic:The Gathering and Magic:Ice Age comic book series.

PRESS RELEASE

ACCLAIM COMICS ACQUIRES EXCLUSIVE RIGHTS TO MAGIC:THE GATHERING WORLD-'WIDE

NEW YORK, NY, December 7, 1994 — In a major licensing agreement, Acclaim Comics, Inc., announced that it has obtained exclusive rights from Wizards of the Coast, Inc., to create comic books worldwide based on the hit trading card game Magic:The Gathering ™. Under the agreement, Acclaim will publish two monthly series, Magic:The Gathering —The Shadow Mage and Ice Age — A Magic:The Gathering Miniseries. The titles are scheduled to debut this March under the new Armada Comics imprint.

"Magic: The Gathering is an international phenomenon," said Steven Massarsky, publisher of Acclaim Comics. "To date, more than 500 million Magic:The Gathering cards have been sold worldwide. The Magic:The Gathering comic series will build upon the card game's rich storyline, creating a visually gripping tale that will give Magic:The Gathering and comic book fans another means to explore this incredible fantasy game."



Magic: The Gathering is a tremendously popular fantasy adventure game that allows players to use their imagination to simulate a battle between wizards. Through the use of creatures, artifacts, enchantments and spells printed on the tradable cards, players can build a deck from a pool of approximately 900 cards. Armada's The Shadow Mage and Ice Age will incorporate the Magic:The Gathering game system into each storyline, including both spells and spell combinations.

Acclaim Comics, Inc. was established as part of the recent acquisition of Voyager Communications Inc. and its Valiant Comics line by Acclaim

ALREADY RELEASED

Atlas/Trident: *On The Edge*
On The Edge Unlimited
Card Sharks: *Super Deck!*
Columbia Games: *Dixie*
Companion Games: *Galactic Empires*
Galactic Empires Primary
Decipher: *Star Trek: The Next Generation*
Star Trek:TNG Unlimited
Heartbreaker: *Doomtrooper*
Steve Jackson Games: *Illuminati: NWO*
Thunder Castle Games: *Towers in Time*
TSR: *Spellfire*
Spellfire Expansions:
Ravenloft *Dragonlance*
Forgotten Realms
Wizards of the Coast: *Magic: The Gathering*
Magic: The Gathering (Italian Translation)
M:TG Expansions:
Arabian Nights *Antiquities*
Legends *The Dark*
Fallen Empires
Jyhad

Card Collector

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TOP SECRET

FOR INTERNAL USE ONLY! *These games are Coming Soon...*

Atlas/Trident: *On The Edge Cut-Ups Expansion (Feb)*

Cardz Distribution: *One On One Hockey Game (Jan?)*
Bell/Vallejo Fantasy Card Game

Companion Games: *New Empires*

Daedalus Games: *Shadowfist (May)*

Heartbreaker: *Doomtrooper Unlimited (Jan)*
Inquisition Expansion

Mag Force 7: *Star of the Guardians (Feb)*

Mayfair Games: *SimCity — The Card Game (Feb)*

Medaillion Games: *Echelons of Fire (Jan)*
Echeleons of Fury(Jan)

Starbur Productions: *Power Cards (Feb)*

Steve Jackson Games: *Illuminati:NWO Unlimited*

Thunder Castle Games: *Highlander (Mar)*

TSR: *Blood Wars (Feb)*
AD&D Spellfire Expansion (Jan)

Ultimate Games: *Ultimate Combat!*

U.S. Games Systems: *Wyvern (Jan)*
Wyvern Expansion (Feb)

White Wolf Game Studios: *Rage (May)*

Wizards of the Coast: *Magic: Ice Age Expansion (May)*
Magic 1994 Expansion Sampler (August)

Entertainment, Inc. (NASDAQ: AKLM). The company is one of the largest comic book publishers in the U.S., after Marvel and D.C., with comic books published under the Valiant, Windjammer and Armada imprints.

March will see the release of SimCity-The Card Game from Mayfair Games based on the Popular Maxis Software title and the latest innovative twist on the collectible card game from Ultimate Games: Ultimate Combat employs the forces of martial arts as the basis of a realistic combat game. Look for the rules in this issue!

April is a quiet month and May rages in with White Wolf Game Studio's RAGE CCG, based on its best-selling adventure game, Werewolf. Magic:The Gathering Ice Age is on sale in May and adds another 300 odd cards to The Gathering series and, as well, it forms a standalone game for those who are looking for a new flavor for their favorite decks. May should also see the release of Shadowfist from Daedalus Games, with Jesper Myrfors (former Art Director of WotC) heading up the Art Direction. Shadowfist is based on a martial arts adventure world, created by Jose Garcia and Robin Laws. On we go...

Rumor Mill

There are a plethora of licenses being sought after... Marvel and Fleer from all reports are working together; the whisper is that the game will be based on the hit comic Xmen but no official releases have been seen yet. Decipher is said to be working on Star Wars but no acknowledgment or release date has been made yet. The Microprose Magic:The Gathering game is on schedule and due for release in early Summer. The Sampler expansion for M:TG is tentatively out in August. Games are in the planning stages here and there from coast-to-coast. Many are just about at the art-assignment stage, which means that they are likely to be released next Summer.

Other Stuff...

If you haven't seen the other booster packs in your local store, make note of Power Lunch from Mayfair Games and the rave reviewed Nuclear War

booster packs from Flying Buffalo Games These boosters contain add-on cards for existing games, but they aren't true CCGs.

TSR has entered the POG™, market or Milk Caps craze by licensing AD&D art to Pacific Rim Publishing in California. ILM International Inc. is now distributing a Collector Caps Price Guide to the Game and Hobby Industry...

TSR's big announcement is a deal made with Universal/MCA Home to produce a television series based on its Wild Space world. There is also likely to be an exhibit or attraction at Universal Studios for Wild Space. Also watch for their release of the collectible dice game this summer!

SCRYE
Guide To Collectible Card Games

Scrye will be sponsoring the National Collectible Card Game Tournament in Philadelphia, PA, in July at the Origins 1995 Convention. There will be more information on preliminary rounds and tournament rules in the next couple of issues of Scrye. For advance information call ANDON Unlimited at 1-800-529-EXPO (3976); Ohio & International (216) 673-2117.

ATTENTION Retail Stores, Manufacturers & Distributors

If you are clueless about how to produce a game, distribute it, find a distributor, handle single card sales, do mail order, figure out stock and inventory, buy products, handle angry customers, set up store security, etc., then the Game Manufacturer's Association Trade Show is an essential business trip. This year it's in New Orleans, LA at the Clarion Hotel, New Orleans, from March 22-25, 1995. The show is a Trade Show only and is not open to the public. The 1995 Trade Show has a special FORUM ON COLLECTIBLE CARD GAMES, set up to help retail stores, distributors and manufacturers learn more about the collectible card game phenomenon. This is a small show (last year there were about 700 attendees) which allows excellent networking time and the opportunity for retail stores to talk face-to-face with manufacturers and distributors. Companies attending will probably include: Atlas/Trident, Companion Games, Decipher, FASA, Flying Buffalo, Heartbreaker, Mayfair Games, Precedence, R. Talsorian, Reaper, Scrye, Inc., U.S. Games Systems, White Wolf Game Studios and Wizards of the Coast...

Manufacturers often give out free samples and usually have their full lines available for perusal. The Trade Show this year is a must for anyone in the Collectible Card Game Industry. For more information contact Gary Smith at ANDON Unlimited (216) 673-1887.

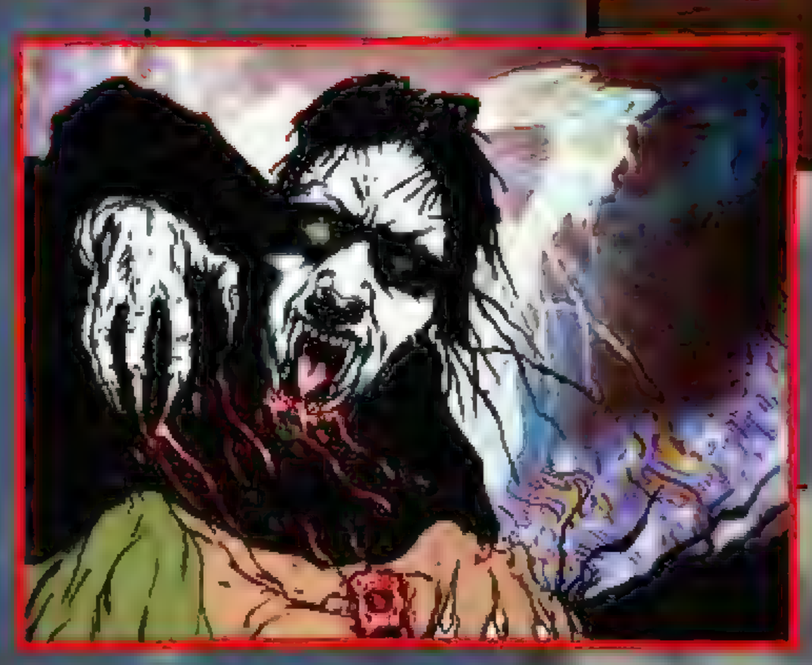
ATTENTION: Readers outside of North America

When writing to US or Canadian mail order companies, be sure to enclose 2 IRC's (International Reply Coupons) which are available at all Post Offices worldwide.

ATLAS GAMES

PRESENTS

THE CUT-UPS PROJECT



Control Addicts beware! The On The Edge collectible tradingcard game is about to be invaded by THE CUT-UPS PROJECT – 90 new cards that turn Al Amarja's conspiratorial scene on its ear. Talking dogs, sinister coffee and raining walrus are just part of the madness. Break away from the duped and narcotized masses and embrace the CHAOS!

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on the Edge

COMING IN FEBRUARY AND MARCH OF 1995

FROM ATLAS GAMES

DOOM TROOPER

Collectible Trading Card Game

Doomtrooper—the Techno-fantasy collectible trading card game. In *Doomtrooper* each player utilizes his available warriors representing *The Cartel* and *The Dark Legion* to do battle against the forces of their opponent. Warrior cards are placed on the table to form squads of Doomtrooper or Dark Legion warriors. Warriors gain *Promotion Points* through combat, completing missions and other means. The first player to earn a pre-determined number of Promotion Points before his opponents, wins the game!

- With 337 different cards in the first series representing *Warriors, Weapons, Equipment, Missions, Dark Symmetry* and more, no two games ever need to be the same.
- Each **Doomtrooper Starter Deck** contains a rule book and 60 cards (45-common, 13-uncommon, & 2-rare).
- **Doomtrooper "Necropaks" Boosters**—Expand your decks and build up your arsenal of rare cards with these "Necropak" Booster Packs! Each Booster contains 15 cards (11-common, 3-uncommon & 1-rare).

FOR MORE INFORMATION:

US: Heartbreaker Hobbies
PO Box 105, Folsom PA 19033

UK: Heartbreaker c/o Gamecraft
A16 Gardners Row
Liverpool, L36JT ENGLAND

HEARTBREAKER

Shipping in November!

How to use the Price Guides...

Scrye is one of the most accurate and current sources of Game Card prices. This price guide was designed to address the needs of the novice and avid collector. The prices in the guide have been obtained from regional retail and mail order outlets across the country, to give you the most accurate picture of the current market trends, and to supply you with a frame in which your collection can be judged.

Only A Guide...

Scrye listings are to be used only as a guide. Prices contained in the card lists do not represent an offer by the staff, regional advisor or support retailer, to buy or sell.

The Numbers

The SCRYE price system is based on quartiles. We give you three figures, not to confuse you but to allow you to see the cards which have wide regional ranges and the cards which are firmly set in a certain range.

Quartiles

Between 1 and 100 there are 3 quartiles: 25%, 50% and 75%. The prices in Scrye show theUpper Quartile (75%) and the Lower Quartile (25%). The Scrye prices therefore represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the High Price and 25% were lower than the Low price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

The Prices

The Upper and Lower Quartiles give a good indication of the validity of the median price. A large difference between the quartiles and the median indicates that there is a considerable variation in prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was great. If the High and Low Quartiles are very close in price to the median, then the range is very small.

Codes For Magic: The Gathering

Color

A: Artifact
B: Black
Be: Beige/Colorless
G: Green
Gld: Gold
R: Red
U: Blue
W: White

Rarity

Note: Some sets are only made up of Uncommon and Common cards, in the Scrye guide type U1 commons are called R and Type C1 Commons are noted as U.
C: Common
U: Uncommon
R: Rare

Type

Art: Artifact
ACr: Artifact Creature
C: Continuous
DL: Dual Land
E: Enchantment
EArt: Enchant Artifact
ECr: Enchant Creature
EL: Enchant Land
Ev: Event
Ins: Instant
Int: Interrrupt
L: Land
Leg: Legends
LL: Legendary Land
M: Mono (Magic)
M: Monster (Spellfire)
P: Poly
R: Realm
Sor: Sorcery
Sum: Summon

Codes For Spellfire

Rarity

C: Common
U: Uncommon
R: Rare
RLM: Realm

Codes For Jyhad

Rarity

C: Common
U: Uncommon
R: Rare
PoA: Political Action
V: Vampire

Type

Ac: Action
AcM: Action Modifier
Al: Ally
BR: Brujah
CA: Caitiff
Co: Combat
Eq: Equipment
GA: Gangrel
Ju: Justicar
loc: location
MA: Malkavian
Ma: Master
mle: melee
NO: Nosferatu
oot: out-of-turn
Pm: Primogen
Pn: Prince
Po: Political
PoA: Political Action
Re: Retainer
ReA: Reaction
sk: skill
TO: Toreador
TR: Tremere
Uq: Unique
vcl: vehicle
VE: Ventrue
wpn: weapon

Description

Note: This includes the skills needed to use certain cards as well as skills known by various vampires. Capitalization of any of the following skills represents the superior use of that ability.
an: Animalism
au: Auspex
ce: Celerity
do: Dominate
fo: Fortitude
ob: Obfuscate
po: Potence
pr: Presence
pt: Protean
th: Thaumaturgy
Note: Capitalization of any of the above disciplines represents the superior use of that ability.

Codes For STAR TREK: The Next Generation

Art: Artifact
Dil: Dilemma
Equ: Equipment
Ev: Event
Int: Interrupt
M-Fed: Mission - Federation
M-K/F: Mission - Klg/Fed
M-Klg: Mission - Klingon
M-R/F: Mission - Rom/Fed
M-R/K: Mission - Rom/Klg
M-R/K/F: Mission - Rom/Klg/Fed
M-Rom: Mission - Romulan
Out: Outpost
P-Fed: Personnel - Federation
P-Klg: Personnel - Klingon
P-NA: Personnel - Non-Aligned
P-Rom: Personnel - Romulan
S-Fed: Ship - Federation
S-Klg: Ship - Klingon
S-NA: Ship - Non-Aligned
S-Rom: Ship - Romulan

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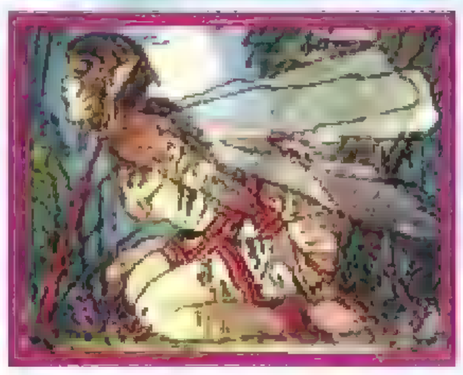
ALPHA PRICE GUIDE



Card Name	Color	Type	Rarity	Upper	Median	Lower
Air Elemental	U	Sum	U	4.20	3.10	3.00
Ancestral Recall	U	Ins	R	52.50	48.00	40.00
Animate Artifact	U	EArt	U	3.00	3.00	3.00
Animate Dead	B	EDCr	U	3.80	3.00	2.30
Animate Wall	W	EW	R	9.80	8.50	7.30
Ankh of Mishra	A	C	R	10.00	8.50	6.30
Armageddon	W	Sor	R	15.00	12.00	10.00
Aspect of Wolf	G	ECr	R	12.75	11.00	10.00
Bad Moon	B	E	R	12.75	12.00	10.50
Badlands	B/R	DL	R	15.00	14.25	12.50
Balance	W	Sor	R	12.00	11.50	8.80
Basalt Monolith	A	M	U	4.40	3.50	3.00
Bayou	B/G	DL	R	15.00	14.00	12.25
Benalish Hero	W	Sum	C	1.30	1.00	0.50
Berserk	G	Ins	U	22.75	19.50	15.75
Birds of Paradise	G	Sum	R	13.75	12.50	11.00
Black Knight	B	Sum	U	5.30	4.00	3.80
Black Lotus	A	M	R	145.00	122.50	102.50
Black Vise	A	C	U	5.00	4.00	3.00
Black Ward	W	ECr	U	2.40	2.00	2.00
Blaze of Glory	W	Ins	R	40.00	30.00	30.00
Blessing	W	ECr	R	13.00	13.00	9.00
Blue Elemental Blast	U	Int	C	1.10	1.00	0.50
Blue Ward	W	ECr	U	2.50	2.00	2.00
Bog Wraith	B	Sum	U	4.30	4.00	3.00
Braingeyser	U	Sor	R	12.75	12.00	10.50
Burrowing	R	ECr	U	3.00	2.50	2.00
Camouflage	G	Ins	U	12.25	10.00	8.90
Castle	W	E	U	3.80	2.80	2.10
Celestial Prism	A	M	U	4.80	3.50	3.00
Channel	G	Sor	U	6.00	5.00	3.50
Chaos Orb	A	M	R	61.25	50.00	37.50
Chaoslace	R	Int	R	8.80	5.00	4.30
CoP:Blue	W	E	C	1.10	1.00	0.90
CoP:Green	W	E	C	1.10	1.00	0.90
CoP:Red	W	E	C	1.50	1.00	1.00
CoP:White	W	E	C	1.10	1.00	0.90
Clockwork Beast	A	Cr	R	11.50	10.50	9.30
Clone	U	Sum	U	4.50	4.00	3.00
Cockatrice	G	Sum	R	12.00	12.00	10.50
Consecrate Land	W	EL	U	13.25	11.50	9.90
Conservator	A	M	U	3.00	2.80	2.10
Contract from Below	B	Sor	R	10.00	10.00	5.50
Control Magic	U	ECr	U	4.80	3.50	2.60
Conversion	W	E	U	3.50	3.00	2.50
Copper Tablet	A	C	U	11.00	9.00	6.50
Copy Artifact	U	E	R	9.50	8.00	5.80
Counterspell	U	Int	U	4.80	4.00	3.30
Craw Wurm	G	Sum	C	1.60	1.30	1.00
Creature Bond	U	ECr	C	1.30	1.00	0.50
Crusade	W	E	R	12.75	12.00	12.00
Crystal Rod	A	P	U	4.00	3.00	2.00
Cursed Land	B	EL	U	3.80	3.00	2.30
Cyclopean Tomb	A	M	R	60.00	50.00	50.00
Dark Ritual	B	Int	C	1.60	1.30	0.50
Darkpact	B	Sor	R	10.00	10.00	5.50
Death Ward	W	Ins	C	1.60	1.00	0.90
Deathgrip	B	E	U	4.00	3.50	3.00
Deathlace	B	Int	R	8.30	5.50	4.30
Demonic Attorney	B	Sor	R	9.00	7.50	5.30
Demonic Hordes	B	Sum	R	21.25	20.00	17.75
Demonic Tutor	B	Sor	U	5.80	4.50	4.00
Dingus Egg	A	C	R	12.00	9.50	6.30
Disenchant	W	Ins	C	1.80	1.00	0.80
Disintegrate	R	Sor	C	1.80	1.00	0.90
Disrupting Scepter	A	M	R	9.50	7.50	6.30
Dragon Whelp	R	Sum	U	5.50	5.00	3.00
Drain Life	B	Sor	C	1.50	1.00	1.00
Drain Power	U	Sor	R	11.00	10.00	9.50
Drudge Skeletons	B	Sum	C	1.10	1.00	0.90
Dwarven Demo Tm	R	Sum	U	10.50	8.00	7.00
Dwarven Warriors	R	Sum	C	1.10	1.00	0.50
Earth Elemental	R	Sum	U	3.50	3.00	2.50
Earthbind	R	ECr	C	1.10	1.00	0.50
Earthquake	R	Sor	R	11.75	10.50	10.00
Elvish Archers	G	Sum	R	15.50	12.00	9.50
Evil Presence	B	EL	U	3.00	3.00	2.00
False Orders	R	Ins	C	8.00	5.00	3.90
Farmstead	W	E	R	10.00	8.50	6.30
Fastbond	G	E	R	9.00	9.00	8.30
Fear	B	ECr	C	1.30	1.00	0.50
Feedback	U	EE	U	3.80	2.50	2.00
Fire Elemental	R	Sum	U	4.00	3.50	2.60
Fireball	R	Sor	C	1.60	1.00	1.00
Firebreathing	R	ECr	C	1.10	1.00	0.50
Flashfires	R	Sor	U	3.50	3.00	2.50
Flight	U	ECr	C	1.10	1.00	0.50
Fog	G	Ins	C	1.10	1.00	0.60
Force of Nature	G	Sum	R	25.00	25.00	20.00
Forcefield	A	P	R	70.00	60.00	45.00
Forest Path	G	L	C	0.50	0.20	0.20
Forest Rocks	G	L	C	0.50	0.20	0.20
Fork	R	Int	R	16.00	15.00	15.00
Frozen Shade	B	Sum	C	1.10	1.00	0.50
Fungusaur	G	Sum	R	12.00	11.50	10.25
Gaea's Liege	G	Sum	R	20.00	20.00	17.00
Gauntlet of Might	A	C	R	75.00	60.00	30.00
Giant Growth	G	Ins	C	1.10	0.80	0.50
Giant Spider	G	Sum	C	1.10	0.80	0.50
Glasses of Urza	A	M	U	4.00	3.50	2.60
Gloom	B	E	U	4.50	3.00	3.00
Goblin Balloon Brigade	R	Sum	U	2.80	2.00	2.00
Goblin King	R	Sum	R	15.75	15.00	14.25
Granite Gargoyle	R	Sum	R	12.75	11.50	8.80
Gray Ogre	R	Sum	C	1.10	1.00	0.50
Green Ward	W	E	U	2.00	2.00	2.00
Grizzly Bears	G	Sum	C	1.10	1.00	0.50
Guardian Angel	W	Ins	C	1.30	1.00	0.50
Healing Salve	W	Ins	C	1.30	1.00	0.50
Helm of Chatzuk	A	M	R	12.00	9.50	5.50
Hill Giant	R	Sum	C	1.30	1.00	0.50
Holy Armor	W	ECr	C	1.30	1.00	0.50
Holy Strength	W	ECr	C	1.30	1.00	0.50
Howl from Beyond	B	Ins	C	1.10	1.00	0.50
Howling Mine	A	C	R	13.00	10.00	8.00
Hurloon Minotaur	R	Sum	C	1.10	0.80	0.50
Hurricane	G	Sor	U	3.80	3.00	3.00
Hypnotic Specter	B	Sum	U	6.00	5.00	4.00
Ice Storm	G	Sor	U	12.50	10.00	9.30
Icy Manipulator	A	M	U	50.00	40.00	34.00
Illusionary Mask	A	P	R	40.00	40.00	35.75
Instill Energy	G	ECr	U	4.30	3.00	2.00
Invisibility	U	ECr	C	7.90	5.50	5.00
Iron Star	A	P	U	3.00	2.50	2.00
Ironclaw Orcs	R	Sum	C	4.00	3.00	2.40
Ironroot Treefolk	G	Sum	C	1.10	1.00	0.50
Island Sanctuary	W	E	R	14.00	12.00	7.50
Island Blue	U	L	C	0.40	0.20	0.20
Island Golden	U	L	C	0.60	0.40	0.20
Ivory Cup	A	P	U	3.30	3.00	2.00
Jade Monolith	A	P	R	10.00	10.00	8.00
Jade Statue	A	M	U	14.25	11.00	9.60
Jayemdae Tome	A	M	R	11.25	9.50	6.80
Juggernaut	A	ACr	U	5.00	4.00	3.50
Jump	U	Ins	C	1.10	1.00	0.50
Karma	W	E	U	6.00	4.00	3.00
Keldon Warlord	R	Sum	U	5.80	4.00	2.90
Kormus Bell	A	C	R	10.00	10.00	7.00
Kudzu	G	EL	R	10.00	8.00	5.30
Lance	W	ECr	U	4.00	3.00	2.00
Ley Druid	G	Sum	U	3.00	2.50	2.00
Library of Leng	A	C	U	4.00	4.00	2.00
Lich	B	E	R	50.00	40.00	35.00
Lifeforce	G	E	U	3.30	3.00	2.00
Lifelace	G	Int	R	9.00	8.00	6.50
Lifetap	U	E	U	3.80	3.00	3.00
Lightning Bolt	R	Ins	C	1.60	1.00	0.70
Living Artifact	G	EArt	R	11.50	9.00	8.00
Living Lands	G	EL	R	11.50	9.50	6.80
Living Wall	A	ACr	U	4.00	4.00	2.80
Llanowar Elves	G	Sum	C	1.10	1.00	0.50
Lord of Atlantis	U	Sum	R	16.75	15.50	12.75
Lord of the Pit	B	Sum	R	20.00	20.00	19.00
Lure	G	ECr	U	4.60	3.30	2.30
Magical Hack	U	Int	R	12.25	10.00	8.50
Mahamoti Djinn	U	Sum	R	15.75	15.00	15.00
Mana Flare	R	E	R	12.00	12.00	10.50
Mana Short	U	Ins	R	14.00	10.00	8.50
Mana Vault	A	M	R	10.00	9.50	8.30
Manabarbs	R	E	R	10.00	10.00	7.00
Meekstone	A	C	R	12.00	11.00	7.80
Merfolk of the Pearl Tr	U	Sum	C	1.10	1.00	0.50
Mesa Pegasus	W	Sum	C	1.30	1.00	0.50
Mind Twist	B	Sor	R	12.50	11.50	10.25
Mons's Goblin Raiders	R	Sum	C	1.10	1.00	0.50
Mountain Blue	R	L	C	0.50	0.20	0.20
Mountain Brown	R	L	C	0.50	0.20	0.20
Mox Emerald	A	M	R	77.50	70.00	60.00
Mox Jet	A	M	R	77.50	75.00	72.00
Mox Pearl	A	M	R	77.50	75.00	70.00
Mox Ruby	A	M	R	77.50	75.00	70.00
Mox Sapphire	A	M	R	77.50	75.00	70.00
Natural Selection	G	Ins	R	37.50	30.00	20.00
Nether Shadow	B	Sum	R	10.00	9.50	6.80
Nettling Imp	B	Sum	U	4.50	3.00	2.50
Nevinyrral's Disk	A	M	R	11.75	11.00	8.80
Nightmare	B	Sum	R	22.25	20.00	20.00
Northern Paladin	W	Sum	R	19.50	17.50	16.25
Obsianus Golem	A	ACr	U	3.80	3.00	3.00
Orcish Artillery	R	Sum	U	10.00	6.00	3.50
Orcish Oriflamme	R	E	U	15.00	15.00	8.00
Paralyze	B	ECr	C	1.10	1.00	0.50
Pearled Unicorn	W	Sum	C	1.10	1.00	0.50
Personal Incarnation	W	Sum	R	15.75	14.50	12.50
Pestilence	B	E	C	1.10	1.00	0.50
Phantasmal Forces	U	Sum	U	4.00	4.00	3.00
Phantasmal Terrain	U	Sum	C	1.10	1.00	0.50
Phantom Monster	U	Sum	U	3.50	3.00	2.50
Pirate Ship	U	Sum	R	11.50	10.00	6.80
Plague Rats	B	Sum	C	1.10	1.00	0.90
Plains No Trees	W	L	C	0.50	0.20	0.20
Plains Trees	W	L	C	0.40	0.20	0.20
Plateau	R/W	DL	R	14.50	13.00	12.25
Power Leak	U	EE	C	1.10	1.00	0.50
Power Sink	U	Int	C	1.10	1.00	0.50
Power Surge	R	E	R	12.00	12.00	6.50
Prodigal Sorcerer	U	Sum	C	1.60	1.00	1.00
Psionic Blast	U	Ins	U	7.90	6.00	6.00
Psychic Venom	U	EL	C	1.60	1.00	0.90
Purelace	W	Int	R	8.50	5.00	4.00
Raging River	R	E	R	41.25	40.00	33.75
Raise Dead	B	Sor	C	1.10	1.00	0.50
Red Elemental Blast	R	Ins	C	1.50	1.00	0.50
Red Ward	W	ECr	U	2.30	2.00	2.00
Regeneration	G	ECr	C	1.10	1.00	0.50
Regrowth	G	Sor	U	3.00	3.00	2.30
Resurrection	W	Sor	U	3.00	3.00	2.30
Reverse Damage	W	Ins	R	13.75	12.00	8.80
Righteousness	W	Ins	R	12.00	10.50	8.30
Roc of Kher Ridges	R	Sum	R	10.00	9.50	8.30
Rock Hydra	R	Sum	R	19.50	18.00	15.50
Rod of Ruin	A	M	U	3.80	3.00	3.00
Royal Assassin	B	Sum	R	24.00	22.00	20.50
Sacrifice	B	Int	U	3.00	2.00	2.00
Samite Healer	W	Sum	C	1.00	1.00	0.50
Savannah	G/W	DL	R	14.50	13.00	12.25
Savannah Lions	W	Sum	R	10.00	9.00	6.50
Scathe Zombies	B	Sum	C	1.10	1.00	0.50
Scavenging Ghoul	B	Sum	U	4.00	3.50	2.30
Scrubland	B/W	DL	R	14.25	12.00	12.00
Scryb Sprites	G	Sum	C	1.10	1.00	0.50
Sea Serpent	U	Sum	C	1.10	1.00	0.50
Sedge Troll	R	Sum	R	15.00	13.00	8.50
Sengir Vampire	B	Sum	U	7.00	6.50	5.30
Serra Angel	W	Sum	U	11.75	10.50	8.50
Shanodin Dryads	G	Sum	C	1.10	1.00	0.50
Shatter	R	Ins	C	1.30	1.00	0.50
Shivan Dragon	R	Sum	R	37.50	29.00	25.75
Simulacrum	B	Ins	U	3.00	2.50	2.00
Sinkhole	B	Sor	C	7.90	7.00	5.30
Siren's Call	U	Ins	U	3.00	2.50	2.00
Sleight of Mind	U	Int	R	11.75	10.50	9.30
Smoke	R	E	R	10.75	9 00	5.80
Sol Ring	A	M	U	5.50	4.00	4.00
Soul Net	A	P	U	4.00	4.00	3.00
Spell Blast	U	Int	C	1.50	1.00	0.90
Stasis	U	E	R	10.00	9.50	8.00
Steal Artifact	U	EArt	U	3.50	3.00	2.80
Stone Giant	R	Sum	U	3.00	2.50	2.00
Stone Rain	R	Sor	C	1.60	1.00	0.90
Stream of Life	G	Sor	C	1.00	1.00	0.80
Sunglasses of Urza	A	C	R	11.75	9.80	9.00
Swamp High Branch	B	L	C	0.40	0.20	0.20
Swamp Low Branch	B	L	C	0.40	0.20	0.20
Swords to Plowshares	W	Ins	U	3.80	3.00	2.60
Taiga	G/R	DL	R	14.50	12.50	12.00
Terror	B	Ins	C	1.60	1.00	0.60
The Hive	A	M	R	12.25	10.00	8.50
Thicket Basilisk	G	Sum	U	5.80	4.50	4.00
Thoughtlace	U	Int	R	10.00	5.00	4.00
Throne of Bone	A	P	U	3.00	2.50	2.00
Timber Wolves	G	Sum	R	11.00	10.00	7.00
Time Vault	A	M	R	60.00	52.50	40.00
Time Walk	U	Sor	R	60.00	55.00	40.00
Timetwister	U	Sor	R	60.00	50.00	40.00
Tranquility	G	Sor	C	1.10	1.00	0.50
Tropical Island	B/G	DL	R	15.00	13.00	12.00
Tsunami	G	Sor	U	4.00	3.50	2.30
Tundra	U/W	DL	R	14.50	12.50	12.00
Tunnel	R	Ins	U	3.50	3.00	2.00
Twiddle	U	Ins	C	9.00	8.00	5.80
Two-Headed Giant	R	Sum	R	47.50	35.00	25.50
Underground Sea	B/U	DL	R	14.25	12.00	12.00
Unholy Strength	B	ECr	C	1.30	1.00	0.50
Unsummon	U	Ins	C	2.00	1.00	1.00
Uthden Troll	R	Sum	U	4.80	4.00	3.30
Verduran Enchantress	G	Sum	R	12.25	11.50	8.50
Vesuvan Doppelganger	U	Sum	R	20.00	20.00	17.50
Veteran Bodyguard	W	Sum	R	15.50	15.00	12.50
Volcanic Eruption	U	Sor	R	13.50	10.00	8.50
Wall of Air	U	Sum	U	3.40	3.00	2.30
Wall of Bone	B	Sum	U	3.00	3.00	2.00
Wall of Brambles	G	Sum	U	3.00	3.00	2.30

ILLUSTRATIONS: L/R QUINTON HOOVER

ALPHA PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Wall of Fire	R	Sum	U	3.00	3.00	2.00
Wall of Ice	G	Sum	U	3.00	3.00	2.00
Wall of Stone	R	Sum	U	3.00	3.00	2.60
Wall of Swords	W	Sum	U	4.00	4.00	4.00
Wall of Water	U	Sum	U	3.40	3.00	3.00
Wall of Wood	G	Sum	C	1.40	1.00	0.60
Wanderlust	G	ECr	U	3.00	2.50	2.00
War Mammoth	G	Sum	C	1.30	1.00	0.50
Warp Artifact	B	EArt	R	10.00	5.00	5.00
Water Elemental	U	Sum	U	3.00	3.00	3.00
Weakness	B	ECr	C	1.30	1.00	0.50
Web	G	ECr	R	11.75	10.50	7.80
Wheel of Fortune	R	Sor	R	11.00	11.00	10.25
White Knight	W	Sum	U	5.00	4.00	4.00
White Ward	W	ECr	U	2.00	2.00	2.00
Wild Growth	G	EL	C	1.30	1.00	0.50
Will-O-The-Wisp	B	Sum	R	15.00	13.00	12.00
Winter Orb	A	C	R	11.00	11.00	8.00
Wooden Sphere	A	P	U	3.00	2.50	2.00
Word of Command	B	Ins	R	50.00	45.00	40.00
Wrath of God	W	Sor	R	13.00	12.00	11.00
Zombie Master	B	Sum	R	15.00	13.00	12.00
TOTAL				3241.80	2824.75	2339.40

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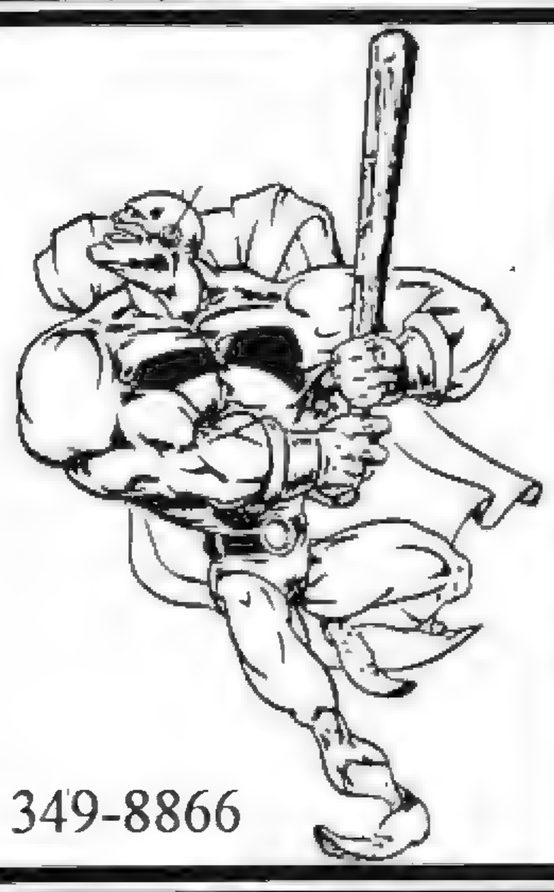

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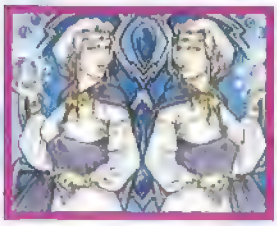

BETA PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Air Elemental	U	Sum	U	3.30	3.00	2.40
Ancestral Recall	U	Ins	R	45.00	41.00	35.00
Animate Artifact	U	EArt	U	3.00	3.00	1.90
Animate Dead	B	EDCr	U	3.00	2.80	1.60
Animate Wall	W	EW	R	7.50	6.00	6.00
Ankh of Mishra	A	C	R	7.50	5.30	4.50
Armageddon	W	Sor	R	10.50	10.00	6.30
Aspect of Wolf	G	ECr	R	10.00	9.40	7.10
Bad Moon	B	E	R	10.00	10.00	7.90
Badlands	B/R	DL	R	12.00	10.25	8.80
Balance	W	Sor	R	9.80	8.00	6.50
Basalt Monolith	A	M	U	3.00	3.00	2.10
Bayou	B/G	DL	R	12.00	10.25	8.80
Benalish Hero	W	Sum	C	1.00	0.80	0.50
Berserk	G	Ins	U	17.50	15.00	12.00
Birds of Paradise	G	Sum	R	10.00	9.00	8.40
Black Knight	B	Sum	U	4.00	3.00	2.70
Black Lotus	A	M	R	117.00	90.00	63.75
Black Vise	A	C	U	3.50	3.00	1.90
Black Ward	W	ECr	U	2.50	2.00	0.90
Blaze of Glory	W	Ins	R	40.00	35.00	26.25
Blessing	W	ECr	R	10.00	9.00	6.50
Blue Elemental Blast	U	Int	C	1.00	0.80	0.50
Blue Ward	W	ECr	U	2.50	2.00	0.90
Bog Wraith	B	Sum	U	3.50	3.00	1.90
Braingeyser	U	Sor	R	10.00	9.40	5.00
Burrowing	R	ECr	U	3.00	2.00	1.60
Camouflage	G	Ins	U	10.00	8.00	7.00
Castle	W	E	U	3.00	3.00	2.10
Celestial Prism	A	M	U	3.50	3.00	2.40
Channel	G	Sor	U	3.30	2.80	2.30
Chaos Orb	A	M	R	50.00	45.00	40.00
Chaoslace	R	Int	R	7.50	6.00	3.80
CoP:Black	W	E	C	1.00	0.90	0.60
CoP:Blue	W	E	C	1.00	0.80	0.50
CoP:Green	W	E	C	1.00	0.80	0.50
CoP:Red	W	E	C	1.00	0.80	0.50
CoP:White	W	E	C	1.00	0.80	0.50
Clockwork Beast	A	Cr	R	9.30	8.90	7.50
Clone	U	Sum	U	3.50	3.00	2.80
Cockatrice	G	Sum	R	10.00	9.40	7.90
Consecrate Land	W	EL	U	10.00	8.00	7.50
Conservator	A	M	U	3.00	2.00	1.90
Contract from Below	B	Sor	R	6.30	5.10	3.80
Control Magic	U	ECr	U	3.50	3.00	1.90
Conversion	W	E	U	3.00	3.00	2.10
Copper Tablet	A	C	U	9.10	6.50	5.50
Copy Artifact	U	E	R	8.50	7.00	4.00
Counterspell	U	Int	U	3.00	3.00	3.00
Craw Wurm	G	Sum	C	1.00	1.00	0.50
Creature Bond	U	ECr	C	1.00	0.80	0.50
Crusade	W	E	R	10.25	10.00	8.00
Crystal Rod	A	P	U	3.00	3.00	1.90
Cursed Land	B	EL	U	3.00	3.00	1.90
Cyclopean Tomb	A	M	R	43.75	40.00	30.00
Dark Ritual	B	Int	C	1.00	0.80	0.50
Darkpact	B	Sor	R	7.50	7.00	3.50
Death Ward	W	Ins	C	1.00	0.80	0.50
Deathgrip	B	E	U	3.00	2.50	1.90
Deathlace	B	Int	R	6.10	4.00	3.30
Demonic Attorney	B	Sor	R	6.60	5.00	3.50
Demonic Hordes	B	Sum	R	15.00	10.50	9.00
Demonic Tutor	B	Sor	U	3.80	3.50	3.00
Dingus Egg	A	C	R	9.30	7.00	5.80
Disenchant	W	Ins	C	1.00	1.00	0.80
Disintegrate	R	Sor	C	1.10	1.00	0.70
Disrupting Scepter	A	M	R	8.00	6.00	4.60
Dragon Whelp	R	Sum	U	4.00	3.00	2.90
Drain Life	B	Sor	C	1.00	0.80	0.50
Drain Power	U	Sor	R	10.00	9.40	7.10
Drudge Skeletons	B	Sum	C	1.00	0.80	0.50
Dwarven DemoTm	R	Sum	U	8.00	6.50	5.00
Dwarven Warriors	R	Sum	C	1.00	0.90	0.50
Earth Elemental	R	Sum	U	3.00	3.00	1.90
Earthbind	R	ECr	C	1.00	0.80	0.50
Earthquake	R	Sor	R	8.40	8.00	5.50
Elvish Archers	G	Sum	R	9.00	8.10	6.40
Evil Presence	B	EL	U	3.00	3.00	1.90
False Orders	R	Ins	C	6.30	4.00	3.50
Farmstead	W	E	R	8.00	6.00	4.60
Fastbond	G	E	R	7.50	6.00	4.50
Fear	B	FCr	C	1.00	1.00	0.80
Feedback	U	EE	U	3.00	3.00	1.40
Fire Elemental	R	Sum	U	3.00	2.80	1.90
Fireball	R	Sor	C	1.00	1.00	0.60
Firebreathing	R	ECr	C	1.00	0.80	0.50
Flashfires	R	Sor	U	3.00	2.50	1.90
Flight	U	ECr	C	1.10	0.90	0.50
Fog	G	Ins	C	1.00	0.80	0.50
Force of Nature	G	Sum	R	15.00	13.00	12.25
Forcefield	A	P	R	61.25	50.00	40.00
Forest Eyes	G	L	C	0.30	0.20	0.10
Forest Path	G	L	C	0.30	0.20	0.10
Forest Rocks	G	L	C	0.30	0.20	0.10
Fork	R	Int	R	14.50	12.50	11.00
Frozen Shade	B	Sum	C	1.00	0.80	0.50
Fungusaur	G	Sum	R	10.00	9.00	8.10
Gaea's Liege	G	Sum	R	14.50	12.00	10.50
Gauntlet of Might	A	C	R	70.00	55.00	50.00
Giant Growth	G	Ins	C	1.00	0.80	0.50
Giant Spider	G	Sum	C	1.00	0.80	0.50
Glasses of Urza	A	M	U	3.00	2.80	1.60
Gloom	B	E	U	3.30	3.00	2.30
Goblin Balloon Brigade	R	Sum	U	3.00	3.00	1.90
Goblin King	R	Sum	R	13.00	12.00	11.00
Granite Gargoyle	R	Sum	R	10.00	9.00	6.80
Gray Ogre	R	Sum	C	1.00	0.80	0.50
Green Ward	W	E	U	3.00	2.00	1.60
Grizzly Bears	G	Sum	C	1.00	0.80	0.50
Guardian Angel	W	Ins	C	1.00	0.80	0.50
Healing Salve	W	Ins	C	1.00	0.80	0.50
Helm of Chatzuk	A	M	R	9.00	6.00	3.80
Hill Giant	R	Sum	C	1.00	0.80	0.50
Holy Armor	W	FCr	C	1.00	0.80	0.50
Holy Strength	W	ECr	C	1.00	0.80	0.50
Howl from Beyond	B	Ins	C	1.10	0.80	0.50
Howling Mine	A	C	R	9.50	8.00	7.00
Hurloon Minotaur	R	Sum	C	1.00	0.90	0.70
Hurricane	G	Sor	U	3.00	2.80	1.90
Hypnotic Specter	B	Sum	U	3.80	3.00	3.00
Ice Storm	G	Sor	U	10.75	8.50	8.00
Icy Manipulator	A	M	U	40.00	30.00	29.75
Illusionary Mask	A	P	R	40.00	31.50	30.00
Instill Energy	G	ECr	U	3.00	2.50	1.60
Invisibility	U	ECr	C	6.00	5.00	5.00
Iron Star	A	P	U	3.00	2.50	1.60
Ironclaw Orcs	R	Sum	C	3.90	3.00	2.30
Ironroot Treefolk	G	Sum	C	1.00	0.80	0.50
Island Sanctuary	W	E	R	8.50	7.00	4.60
Island Blue	U	L	C	0.30	0.20	0.10
Island Golden	U	L	C	0.30	0.20	0.10
Island Red	U	L	C	0.30	0.30	0.10
Ivory Cup	A	P	U	3.00	2.50	1.40
Jade Monolith	A	P	R	7.00	6.00	3.40
Jade Statue	A	M	U	10.00	10.00	9.00
Jayemdae Tome	A	M	R	8.00	7.00	6.10
Juggernaut	A	ACr	U	3.50	3.00	1.90
Jump	U	Ins	C	1.00	0.80	0.50
Karma	W	E	U	3.00	3.00	2.10
Keldon Warlord	R	Sum	U	4.50	3.00	2.40
Kormus Bell	A	C	R	7.80	6.00	5.40
Kudzu	G	EL	R	7.00	5.00	3.90
Lance	W	ECr	U	3.00	2.50	1.40
Ley Druid	G	Sum	U	3.00	2.00	1.40
Library of Leng	A	C	U	3.00	2.00	1.90
Lich	B	E	R	42.50	37.50	29.00
Lifeforce	G	E	U	3.00	3.00	1.90
Lifelace	G	Int	R	6.50	5.30	4.30
Lifetap	U	E	U	3.00	3.00	1.90
Lightning Bolt	R	Ins	C	1.00	0.90	0.60
Living Artifact	G	EArt	R	7.50	7.00	5.80
Living Lands	G	EL	R	8.00	8.00	5.10
Living Wall	A	ACr	U	3.00	3.00	1.90
Llanowar Elves	G	Sum	C	1.00	0.80	0.50
Lord of Atlantis	U	Sum	R	11.50	10.00	8.00
Lord of the Pit	B	Sum	R	16.25	15.00	11.75
Lure	G	ECr	U	3.50	3.00	1.90
Magical Hack	U	Int	R	10.00	8.80	7.00
Mahamoti Djinn	U	Sum	R	12.00	11.00	10.50
Mana Flare	R	E	R	9.50	8.80	6.50
Mana Short	U	Ins	R	8.30	7.50	5.80
Mana Vault	A	M	R	8.50	7.00	6.10
Manabarbs	R	E	R	7.00	6.00	4.90
Meekstone	A	C	R	8.80	7.10	5.30
Merfolk of the Pearl Tr	U	Sum	C	1.00	0.80	0.50
Mesa Pegasus	W	Sum	C	1.00	0.80	0.50
Mind Twist	B	Sor	R	9.50	8.80	7.00
Mons's Goblin Raiders	R	Sum	C	1.00	0.80	0.50
Mountain Blue	R	L	C	0.30	0.20	0.10
Mountain Brown	R	L	C	0.30	0.20	0.10
Mountain Green Sky	R	L	C	0.30	0.20	0.10
Mox Emerald	A	M	R	70.00	61.25	60.00
Mox Jet	A	M	R	70.00	64.75	60.00
Mox Pearl	A	M	R	70.00	61.25	60.00
Mox Ruby	A	M	R	70.00	61.25	60.00
Mox Sapphire	A	M	R	70.00	61.25	60.00
Natural Selection	G	Ins	R	33.75	25.75	21.25
Nether Shadow	B	Sum	R	9.00	6.00	5.10
Nettling Imp	B	Sum	U	3.00	3.00	2.40
Nevinyrral's Disk	A	M	R	9.50	8.50	6.50
Nightmare	B	Sum	R	20.00	17.50	15.00
Northern Paladin	W	Sum	R	15.00	14.00	10.00
Obsianus Golem	A	ACr	U	3.00	3.00	1.90
Orcish Artillery	R	Sum	U	3.00	2.50	1.90
Orcish Oriflamme	R	E	U	3.60	3.00	3.00
Paralyze	B	ECr	C	1.00	0.80	0.50
Pearled Unicorn	W	Sum	C	1.00	0.80	0.50
Personal Incarnation	W	Sum	R	11.50	10.00	9.00
Pestilence	B	E	C	1.00	0.80	0.50
Phantasmal Forces	U	Sum	U	3.00	2.50	1.90
Phantasmal Terrain	U	Sum	C	1.00	0.80	0.50
Phantom Monster	U	Sum	U	3.00	2.00	1.70
Pirate Ship	U	Sum	R	8.00	7.00	5.60
Plague Rats	B	Sum	C	1.00	0.80	0.50
Plains No Trees	W	L	C	0.30	0.20	0.10
Plains Pink Horizon	W	L	C	0.30	0.20	0.10
Plains Trees	W	L	C	0.30	0.20	0.10
Plateau	R/W	DL	R	12.00	10.50	9.50
Power Leak	U	EE	C	1.00	0.80	0.50
Power Sink	U	Int	C	1.00	0.80	0.50
Power Surge	R	E	R	9.00	7.00	4.70
Prodigal Sorcerer	U	Sum	C	1.00	0.90	0.60
Psionic Blast	U	Ins	U	7.00	6.00	5.10
Psychic Venom	U	EL	C	1.00	1.00	0.50
Purelace	W	Int	R	6.00	3.50	3.30
Raging River	R	E	R	40.00	33.00	25.00
Raise Dead	B	Sor	C	1.00	0.80	0.50
Red Elemental Blast	R	Ins	C	1.00	0.80	0.50
Red Ward	W	ECr	U	2.50	2.00	1.40
Regeneration	G	ECr	C	1.00	0.80	0.50
Regrowth	G	Sor	C	2.60	1.90	1.50
Resurrection	W	Sor	U	3.00	2.50	1.50
Reverse Damage	W	Ins	R	11.75	10.00	6.50
Righteousness	W	Ins	R	9.50	8.00	6.80
Roc of Kher Ridges	R	Sum	R	8.50	7.00	6.50
Rock Hydra	R	Sum	R	14.00	12.00	9.80
Rod of Ruin	A	M	U	3.00	3.00	2.10
Royal Assassin	B	Sum	R	20.00	17.00	14.25
Sacrifice	B	Int	U	3.00	2.80	1.60
Samite Healer	W	Sum	C	1.00	0.80	0.50
Savannah	G/W	DL	R	12.00	11.25	9.80
Savannah Lions	W	Sum	R	8.00	6.00	5.20
Scathe Zombies	B	Sum	C	1.00	0.80	0.50
Scavenging Ghoul	B	Sum	U	3.00	3.00	1.40
Scrubland	B/W	DL	R	12.00	10.25	8.80
Scryb Sprites	G	Sum	C	1.00	0.80	0.50
Sea Serpent	U	Sum	C	1.00	0.80	0.50
Sedge Troll	R	Sum	R	8.80	8.00	4.40
Sengir Vampire	B	Sum	U	5.00	5.00	4.30
Serra Angel	W	Sum	U	8.50	8.00	7.60
Shanodin Dryads	G	Sum	C	1.00	0.80	0.50
Shatter	R	Ins	C	1.00	0.80	0.50
Shivan Dragon	R	Sum	R	21.00	20.00	19.50
Simulacrum	B	Ins	U	3.00	2.50	1.40
Sinkhole	B	Sor	C	7.50	5.00	4.00
Siren's Call	U	Ins	U	3.00	3.00	1.90
Sleight of Mind	U	Int	R	9.50	8.00	6.90
Smoke	R	E	R	8.00	6.00	3.80
Sol Ring	A	M	U	4.00	4.00	3.00
Soul Net	A	P	U	3.00	3.00	1.60
Spell Blast	U	Int	C	1.50	1.00	0.70
Stasis	U	E	R	6.50	5.60	4.80
Steal Artifact	U	EArt	U	3.00	3.00	1.90
Stone Giant	R	Sum	U	3.00	2.80	1.90
Stone Rain	R	Sor	C	1.00	1.00	0.50
Stream of Life	G	Sor	C	1.00	0.80	0.50
Sunglasses of Urza	A	C	R	8.50	8.00	6.70
Swamp High Branch	B	L	C	0.30	0.20	0.10
Swamp Low Branch	B	L	C	0.30	0.20	0.10
Swamp Two Branch	B	L	C	0.30	0.20	0.10
Swords to Plowshares	W	Ins	U	3.00	2.50	1.90
Taiga	G/R	DL	R	12.00	10.25	8.80
Terror	B	Ins	C	1.00	1.00	0.50
The Hive	A	M	R	9.00	8.00	6.90
Thicket Basilisk	G	Sum	U	5.00	3.50	2.80
Thoughtlace	U	Int	R	5.30	3.50	3.30
Throne of Bone	A	P	U	3.00	3.00	1.40
Timber Wolves	G	Sum	R	8.00	6.10	6.00
Time Vault	A	M	R	40.00	40.00	35.00
Time Walk	U	Sor	R	45.00	45.00	40.00
Timetwister	U	Sor	R	45.00	40.00	35.00
Tranquility	G	Sor	C	1.00	0.80	0.50
Tropical Island	U/G	DL	R	12.00	10.25	8.80
Tsunami	G	Sor	U	3.00	3.00	2.30
Tundra	U/W	DL	R	12.00	10.50	9.50
Tunnel	R	Ins	U	3.00	2.80	1.90
Twiddle	U	Ins	C	7.40	6.00	5.00
Two-Headed Giant	R	Sum	R	42.50	28.25	23.50
Underground Sea	B/U	DL	R	12.00	10.50	9.50
Unholy Strength	B	ECr	C	1.00	0.80	0.50
Unsummon	U	Ins	C	1.00	0.80	0.50
Uthden Troll	R	Sum	U	3.70	3.00	3.00
Verduran Enchantress	G	Sum	R	9.00	7.00	5.80
Vesuvan Doppelganger	U	Sum	R	15.00	15.00	14.00
Veteran Bodyguard	W	Sum	R	13.50	13.00	9.30
Volcanic Eruption	U	Sor	R	11.00	10.00	7.40
Volcanic Island	U/R	DL	R	12.00	11.25	9.40
Wall of Air	U	Sum	U	3.00	2.50	1.80
Wall of Bone	B	Sum	U	3.00	2.50	1.80
Wall of Brambles	G	Sum	U	2.90	2.10	1.20
Wall of Fire	R	Sum	U	3.00	2.50	1.90
Wall of Ice	G	Sum	U	2.90	2.30	1.80
Wall of Stone	R	Sum	U	3.00	2.50	1.90
Wall of Swords	W	Sum	U	3.40	3.00	2.30
Wall of Water	U	Sum	U	3.00	2.30	1.50
Wall of Wood	G	Sum	C	1.00	0.50	0.50
Wanderlust	G	ECr	U	2.40	1.90	1.30
War Mammoth	G	Sum	C	1.00	1.00	0.50
Warp Artifact	B	EArt	R	5.00	4.70	3.70
Water Elemental	U	Sum	U	3.00	2.50	1.80
Weakness	B	ECr	C	1.00	0.90	0.50
Web	G	ECr	R	7.50	6.10	5.30
Wheel of Fortune	R	Sor	R	8.60	7.80	7.10
White Knight	W	Sum	U	3.40	3.00	3.00

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Card Name	Color	Type	Rarity	Upper	Median	Lower
White Ward	W	ECr	U	2.00	1.90 ↓	1.20
Wild Growth	G	EL	C	1.00	0.90 ↓	0.50
Will-O-The-Wisp	B	Sum	R	10.00	10.00	9.10
Winter Orb	A	C	R	8.00	7.00	5.50
Wooden Sphere	A	P	U	2.90	2.10 ↑	1.20
Word of Command	B	Ins	R	43.75	40.00	36.25
Wrath of God	W	Sor	R	10.00	9.80 ↓	6.50
Zombie Master	B	Sum	R	10.75	10.00 ↓	8.00
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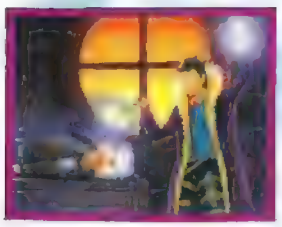

Card Name	Color	Type	Rarity	Upper	Median	Lower
Air Elemental	U	Sum	U	2.40	2.00	1.60
Ancestral Recall	U	Ins	R	33.75	27.50	25.00
Animate Artifact	U	EArt	U	1.50	1.30	1.00
Animate Dead	B	EDCr	U	1.50	1.00	1.00
Animate Wall	W	EW	R	5.00	5.00	2.50
Ankh of Mishra	A	C	R	4.50	4.00	4.00
Armageddon	W	Sor	R	8.00	6.00	5.00
Aspect of Wolf	G	ECr	R	7.50	7.50	5.00
Bad Moon	B	E	R	7.00	7.00	5.00
Badlands	B/R	DL	R	8.00	8.00	7.00
Balance	W	Sor	R	6.80	6.00	4.90
Basalt Monolith	A	M	U	2.00	1.50	1.00
Bayou	B/G	DL	R	8.00	8.00	6.00
Benalish Hero	W	Sum	C	0.40	0.30	0.30
Berserk	G	Ins	U	15.00	14.00	11.00
Birds of Paradise	G	Sum	R	7.50	7.00	5.00
Black Knight	B	Sum	U	4.00	2.50	2.00
Black Lotus	A	M	R	67.50	55.00	50.00
Black Vise	A	C	U	3.00	2.00	1.50
Black Ward	W	ECr	U	1.00	0.80	0.80
Blaze of Glory	W	Ins	R	22.00	20.00	16.00
Blessing	W	ECr	R	7.00	6.00	5.00
Blue Elemental Blast	U	Int	C	0.40	0.30	0.30
Blue Ward	W	ECr	U	1.00	0.80	0.50
Bog Wraith	B	Sum	U	2.00	2.00	1.50
Braingeyser	U	Sor	R	8.00	7.50	5.00
Burrowing	R	ECr	U	1.00	1.00	1.00
Camouflage	G	Ins	U	7.30	6.00	5.00
Castle	W	E	U	2.00	1.50	1.30
Celestial Prism	A	M	U	2.00	1.50	1.50
Channel	G	Sor	U	2.00	1.50	1.50
Chaos Orb	A	M	R	37.50	30.00	25.00
Chaoslace	R	Int	R	3.00	3.00	3.00
CoP:Black	W	E	C	0.40	0.30	0.30
CoP:Blue	W	E	C	0.40	0.30	0.30
CoP:Green	W	E	C	0.40	0.30	0.30
CoP:Red	W	F	C	0.40	0.30	0.30
CoP:White	W	E	C	0.40	0.30	0.30
Clockwork Beast	A	Cr	R	6.00	5.00	4.00
Clone	U	Sum	U	3.00	2.00	2.00
Cockatrice	G	Sum	R	8.00	7.50	5.50
Consecrate Land	W	EL	U	6.80	6.00	6.00
Conservator	A	M	U	1.50	1.00	1.00
Contract from Below	B	Sor	R	4.00	3.50	3.00
Control Magic	U	ECr	U	3.00	2.00	1.50
Conversion	W	E	U	2.00	1.50	1.00
Copper Tablet	A	C	U	7.50	6.00	5.00
Copy Artifact	U	E	R	6.00	6.00	5.00
Counterspell	U	Int	U	2.50	2.00	2.00
Craw Wurm	G	Sum	C	0.40	0.40	0.30
Creature Bond	U	ECr	C	0.40	0.30	0.30
Crusade	W	E	R	7.40	7.00	5.90
Crystal Rod	A	P	U	1.50	1.00	1.00
Cursed Land	B	EL	U	1.50	1.00	1.00
Cyclopean Tomb	A	M	R	30.00	27.50	25.00
Dark Ritual	B	Int	C	0.40	0.30	0.30
Darkpact	B	Sor	R	5.00	3.00	2.00
Death Ward	W	Ins	C	0.40	0.30	0.30
Deathgrip	B	F	U	1.00	1.00	1.00
Deathlace	B	Int	R	4.50	3.00	2.00
Demonic Attorney	B	Sor	R	4.10	3.00	3.00
Demonic Hordes	B	Sum	R	10.00	8.00	7.50
Demonic Tutor	B	Sor	U	3.00	2.00	2.00
Dingus Egg	A	C	R	5.00	4.50	4.00
Disenchant	W	Ins	C	0.40	0.30	0.30
Disintegrate	R	Sor	C	0.50	0.40	0.30
Disrupting Scepter	A	M	R	4.50	4.00	4.00
Dragon Whelp	R	Sum	U	3.00	2.30	2.00
Drain Life	B	Sor	C	0.50	0.40	0.30
Drain Power	U	Sor	R	7.00	7.00	4.00
Drudge Skeletons	B	Sum	C	0.40	0.30	0.30
Dwarven Demo. Team	R	Sum	U	5.00	5.00	4.30
Dwarven Warriors	R	Sum	C	0.40	0.30	0.30
Earth Elemental	R	Sum	U	1.50	1.00	1.00
Earthbind	R	FCr	C	0.40	0.30	0.30
Earthquake	R	Sor	R	7.00	5.00	4.00
Elvish Archers	G	Sum	R	6.00	5.00	4.50
Evil Presence	B	EL	U	1.50	1.50	1.00
False Orders	R	Ins	C	4.50	4.00	2.00
Farmstead	W	E	R	5.00	4.50	4.00
Fastbond	G	F	R	5.50	5.00	5.00
Fear	B	ECr	C	0.50	0.40	0.30
Feedback	U	FF	U	2.00	1.50	1.00
Fire Elemental	R	Sum	U	1.50	1.00	1.00
Fireball	R	Sor	C	0.50	0.40	0.30
Firebreathing	R	ECr	C	0.40	0.30	0.30
Flashfires	R	Sor	U	2.00	1.50	1.30
Flight	U	ECr	C	0.40	0.30	0.30
Fog	G	Ins	C	0.50	0.40	0.30
Force of Nature	G	Sum	R	10.50	10.00	8.50
Forcefield	A	P	R	40.00	35.00	30.00
Forest Eyes	G	L	C	0.10	0.10	0.10
Forest Path	G	L	C	0.10	0.10	0.10
Forest Rocks	G	L	C	0.10	0.10	0.10
Fork	R	Int	R	10.00	9.00	8.00
Frozen Shade	B	Sum	C	0.40	0.30	0.30
Fungusaur	G	Sum	R	7.50	6.00	5.00

Card Name	Color	Type	Rarity	Upper	Median	Lower
Gaea's Liege	G	Sum	R	10.00	9.00	8.00
Gauntlet of Might	A	C	R	65.00	50.00	37.50
Giant Growth	G	Ins	C	0.40	0.30	0.30
Giant Spider	G	Sum	C	0.40	0.30	0.30
Glasses of Urza	A	M	U	1.50	1.00	1.00
Gloom	B	E	U	2.00	2.00	1.50
Goblin Balloon Brigade	R	Sum	U	2.00	1.50	1.00
Goblin King	R	Sum	R	9.00	8.50	6.00
Granite Gargoyle	R	Sum	R	7.00	6.00	5.00
Gray Ogre	R	Sum	C	0.40	0.30	0.30
Green Ward	W	E	U	1.50	1.50	1.00
Grizzly Bears	G	Sum	C	0.40	0.30	0.30
Guardian Angel	W	Ins	C	0.40	0.30	0.30
Healing Salve	W	Ins	C	0.40	0.30	0.30
Helm of Chatzuk	A	M	R	4.00	4.00	3.00
Hill Giant	R	Sum	C	0.40	0.30	0.30
Holy Armor	W	ECr	C	0.40	0.30	0.30
Holy Strength	W	ECr	C	0.40	0.30	0.30
Howl from Beyond	B	Ins	C	0.40	0.30	0.30
Howling Mine	A	C	R	6.00	5.00	5.00
Hurloon Minotaur	R	Sum	C	0.40	0.30	0.30
Hurricane	G	Sor	U	1.50	1.50	1.30
Hypnotic Specter	B	Sum	U	3.00	2.50	2.30
Ice Storm	G	Sor	U	7.80	6.00	6.00
Icy Manipulator	A	M	U	25.25	22.00	17.50
Illusionary Mask	A	P	R	26.00	25.00	16.50
Instill Energy	G	ECr	U	1.90	1.50	1.40
Invisibility	U	ECr	C	4.90	4.50	3.80
Iron Star	A	P	U	1.30	1.10	0.90
Ironclaw Orcs	R	Sum	C	2.50	2.30	1.30
Ironroot Treefolk	G	Sum	C	0.40	0.30	0.20
Island Sanctuary	W	E	R	6.00	5.30	4.30
Island Blue	U	L	C	0.10	0.10	0.10
Island Golden	U	L	C	0.10	0.10	0.10
Island Red	U	L	C	0.10	0.10	0.10
Ivory Cup	A	P	U	1.60	1.30	0.90
Jade Monolith	A	P	U	4.30	3.90	3.60
Jade Statue	A	M	U	9.60	8.30	7.60
Jayemdae Tome	A	M	R	5.30	4.80	4.30
Juggernaut	A	ACr	U	2.10	1.60	1.40
Jump	U	Ins	C	0.40	0.30	0.20
Karma	W	E	U	2.30	1.80	1.40
Keldon Warlord	R	Sum	U	3.00	2.50	1.90
Kormus Bell	A	C	R	5.00	5.00	4.50
Kudzu	G	EL	R	4.00	3.80	3.30
Lance	W	ECr	U	1.00	1.00	1.00
Ley Druid	G	Sum	U	1.50	1.00	1.00
Library of Leng	A	C	U	2.00	1.50	1.00
Lich	B	E	R	27.50	25.00	20.75
Lifeforce	G	F	U	2.00	1.50	1.50
Lifelace	G	Int	R	4.50	4.00	3.00
Lifetap	U	E	U	2.00	1.50	1.00
Lightning Bolt	R	Ins	C	0.50	0.40	0.30
Living Artifact	G	EArt	R	5.00	5.00	4.00
Living Lands	G	EL	R	6.50	4.50	4.50
Living Wall	A	ACr	U	2.50	1.50	1.50
Llanowar Elves	G	Sum	C	0.40	0.30	0.30
Lord of Atlantis	U	Sum	R	8.00	8.00	6.00
Lord of the Pit	B	Sum	R	12.00	9.00	9.00
Lure	G	ECr	U	2.00	1.50	1.50
Magical Hack	U	Int	R	7.50	7.00	5.50
Mahamoti Djinn	U	Sum	R	11.25	8.50	8.00
Mana Flare	R	E	R	7.50	6.00	5.00
Mana Short	U	Ins	R	7.00	6.00	4.30
Mana Vault	A	M	R	5.20	5.00	3.50
Manabarbs	R	E	R	5.00	4.50	4.00
Meekstone	A	C	R	5.30	5.00	3.00
Merfolk of the Pearl Tr	U	Sum	C	0.40	0.30	0.30
Mesa Pegasus	W	Sum	C	0.40	0.30	0.30
Mind Twist	B	Sor	R	7.00	6.00	6.00
Mons's Goblin Raiders	R	Sum	C	0.40	0.30	0.30
Mountain Blue	R	L	C	0.10	0.10	0.10
Mountain Brown	R	L	C	0.10	0.10	0.10
Mountain Green Sky	R	L	C	0.10	0.10	0.10
Mox Emerald	A	M	R	56.25	50.00	37.50
Mox Jet	A	M	R	57.75	50.00	37.50
Mox Pearl	A	M	R	56.25	50.00	37.50
Mox Ruby	A	M	R	56.25	50.00	37.50
Mox Sapphire	A	M	R	56.25	50 00	37.50
Natural Selection	G	Ins	R	23.75	20.00	20.00
Nether Shadow	B	Sum	R	5.00	4.50	4.00
Nettling Imp	B	Sum	U	2.50	1.50	1.50
Nevinyrral's Disk	A	M	R	7.80	6.50	5.30
Nightmare	B	Sum	R	14.00	14.00	10.00
Northern Paladin	W	Sum	R	11.00	10.00	10.00
Obsianus Golem	A	ACr	U	1.50	1.50	1.00
Orcish Artillery	R	Sum	U	1.50	1.00	1.00
Orcish Oriflamme	R	E	U	3.00	2.00	1.50
Paralyze	B	ECr	C	0.40	0.30	0.30
Pearled Unicorn	W	Sum	C	0.40	0.30	0.30
Personal Incarnation	W	Sum	R	8.00	8.00	7.00
Pestilence	B	E	C	0.40	0.30	0.30
Phantasmal Forces	U	Sum	U	1.50	1.50	1.00
Phantasmal Terrain	U	Sum	C	0.40	0.30	0.30
Phantom Monster	U	Sum	U	2.00	1.50	1.00
Pirate Ship	U	Sum	R	6.00	5.00	5.00
Plague Rats	B	Sum	C	0.40	0.30	0.30

Card Name	Color	Type	Rarity	Upper	Median	Lower
Plains No Trees	W	L	C	2.10	0.10	0.10
Plains Pink Horizon	W	L	C	0.20	0.10	0.10
Plains Trees	W	L	C	0.20	0.10	0.10
Plateau	R/W	DL	R	8.00	6.00	5.50
Power Leak	U	EE	C	0.40	0.30	0.30
Power Sink	U	Int	C	0.40	0.30	0.30
Power Surge	R	E	R	4.50	3.00	0.80
Prodigal Sorcerer	U	Sum	C	0.40	0.30	0.30
Psionic Blast	U	Ins	U	5.00	4.80	4.50
Psychic Venom	U	EL	C	0.40	0.30	0.30
Purelace	W	Int	R	3.00	3.00	2.00
Raging River	R	E	R	26.25	20.00	20.00
Raise Dead	B	Sor	C	0.40	0.30	0.30
Red Elemental Blast	R	Ins	C	0.40	0.30	0.30
Red Ward	W	ECr	U	1.00	1.00	1.00
Regeneration	G	ECr	C	0.40	0.30	0.30
Regrowth	G	Sor	C	2.50	2.00	1.50
Resurrection	W	Sor	U	1.50	1.00	1.00
Reverse Damage	W	Ins	R	7.00	6.00	5.50
Righteousness	W	Ins	R	7.00	5.00	5.00
Roc of Kher Ridges	R	Sum	R	6.00	4.50	4.00
Rock Hydra	R	Sum	R	12.00	8.00	8.00
Rod of Ruin	A	M	R	2.00	1.50	1.50
Royal Assassin	B	Sum	R	15.00	13.00	12.00
Sacrifice	B	Int	U	1.50	1.00	1.00
Samite Healer	W	Sum	C	0.40	0.30	0.30
Savannah	G/W	DL	R	8.30	8.00	7.50
Savannah Lions	W	Sum	R	4.50	4.00	3.00
Scathe Zombies	B	Sum	C	0.40	0.30	0.30
Scavenging Ghoul	B	Sum	U	1.50	1.50	1.00
Scrubland	B/W	DL	R	8.00	8.00	6.00
Scryb Sprites	G	Sum	C	0.40	0.30	0.30
Sea Serpent	U	Sum	C	0.40	0.30	0.30
Sedge Troll	R	Sum	R	4.00	4.00	3.80
Sengir Vampire	B	Sum	U	4.00	4.00	3.00
Serra Angel	W	Sum	U	5.80	4.50	4.00
Shanodin Dryads	G	Sum	C	0.50	0.40	0.30
Shatter	R	Ins	C	0.40	0.30	0.30
Shivan Dragon	R	Sum	R	16.00	16.00	15.00
Simulacrum	B	Ins	U	1.50	1.50	1.00
Sinkhole	B	Sor	C	6.10	4.50	4.00
Siren's Call	U	Ins	U	1.50	1.00	1.00
Sleight of Mind	U	Int	R	7.00	6.80	5.00
Smoke	R	E	R	5.00	4.00	3.30
Sol Ring	A	M	U	3.00	3.00	2.00
Soul Net	A	P	U	1.00	1.00	1.00
Spell Blast	U	Int	C	0.50	0.30	0.30
Stasis	U	E	R	5.00	4.50	4.00
Steal Artifact	U	EArt	U	2.00	1.50	1.50
Stone Giant	R	Sum	U	1.50	1.00	1.00
Stone Rain	R	Sor	C	0.50	0.40	0.30
Stream of Life	G	Sor	C	0.40	0.30	0.30
Sunglasses of Urza	A	C	R	6.80	5.00	5.00
Swamp High Branch	B	L	C	0.10	0.10	0.10
Swamp Low Branch	B	L	C	0.10	0.10	0.10
Swamp Two Branch	B	L	C	0.10	0.10	0.10
Swords to Plowshares	W	Ins	U	2.00	1.50	1.50
Taiga	G/R	DL	R	8.00	7.00	6.00
Terror	B	Ins	C	0.40	0.30	0.30
The Hive	A	M	R	7.00	6.80	6.00
Thicket Basilisk	G	Sum	U	3.00	2.00	2.00
Thoughtlace	U	Int	R	3.00	3.00	3.00
Throne of Bone	A	P	U	1.00	1.00	1.00
Timber Wolves	G	Sum	R	5.00	5.00	4.00
Time Vault	A	M	R	33.75	30.00	22.50
Time Walk	U	Sor	R	40.00	35.00	30.00
Timetwister	U	Sor	R	37.50	30.00	26.25
Tranquility	G	Sor	C	0.40	0.30	0.30
Tropical Island	U/G	DL	R	8.00	8.00	6.00
Tsunami	G	Sor	U	1.50	1.50	1.50
Tundra	U/W	DL	R	8.00	8.00	6.00
Tunnel	R	Ins	U	1.00	1.00	1.00
Twiddle	U	Ins	C	5.30	4.50	3.80
Two-Headed Giant	R	Sum	R	24.50	21.25	20.00
Underground Sea	B/U	DL	R	8.00	8.00	6.00
Unholy Strength	B	ECr	C	0.40	0.30	0.30
Unsummon	U	Ins	C	0.40	0.30	0.30
Uthden Troll	R	Sum	U	1.90	1.50	1.40
Verduran Enchantress	G	Sum	R	6.00	5.00	4.30
Vesuvan Doppelganger	U	Sum	R	15.00	9.00	9.00
Veteran Bodyguard	W	Sum	R	10.00	9.00	8.00
Volcanic Eruption	U	Sor	R	6.80	6.00	6.00
Volcanic Island	U/R	DL	R	8.30	6.50	5.00
Wall of Air	U	Sum	U	2.80	1.60	1.40
Wall of Bone	B	Sum	U	1.60	1.30	1.00
Wall of Brambles	G	Sum	U	1.60	1.30	1.00
Wall of Fire	R	Sum	U	1.60	1.30	1.00
Wall of Ice	G	Sum	U	1.60	1.30	1.00
Wall of Stone	R	Sum	U	1.60	1.30	1.00
Wall of Swords	W	Sum	U	3.10	2.50	2.00
Wall of Water	U	Sum	U	1.60	1.30	1.00
Wall of Wood	G	Sum	C	0.30	0.30	0.20
Wanderlust	G	ECr	U	1.60	1.30	1.00
War Mammoth	G	Sum	C	0.40	0.40	0.30
Warp Artifact	B	EArt	R	4.10	3.40	3.00
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Card Name	Color	Type	Rarity	Upper	Median	Lower
Web	G	ECr	R	5.10	4.50 ↓	4.00
Wheel of Fortune	R	Sor	R	6.40	5.50 ↓	5.00
White Knight	W	Sum	U	2.30	2.00	2.00
White Ward	W	ECr	U	1.10	0.80 ↓	0.50
Wild Growth	G	EL	C	0.30	0.30 ↑	0.20
Will-O-The-Wisp	B	Sum	R	7.60	7.00	6.10
Winter Orb	A	C	R	6.00	6.00 ↑	5.60
Wooden Sphere	A	P	U	1.80	1.50 ↑	1.30
Word of Command	B	Ins	R	31.25	27.50 ↑	23.75
Wrath of God	W	Sor	R	8.70	7.10 ↑	6.00
Zombie Master	B	Sum	R	9.00	8.00 ↑	6.00
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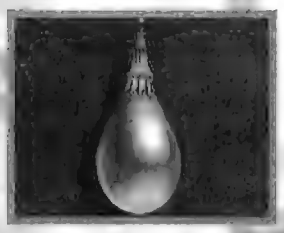
ILLUSTRATIONS: L/R: AMY WEBER & DAN FRAZIER

REVISED PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Air Elemental	U	Int	U	2.00	1.80	↑ 1.00
Aladdin's Lamp	A	M	R	4.90	4.30	↓ 4.00
Aladdin's Ring	A	M	R	4.00	4.00	4.00
Animate Artifact	U	EArt	U	1.00	1.00	0.90
Animate Dead	B	ECr	U	1.00	1.00	1.00
Animate Wall	W	EWall	R	4.00	2.80	↑ 2.40
Ankh of Mishra	A	C	R	4.00	3.00	↓ 3.00
Armageddon	W	Sor	R	6.50	5.00	4.50
Armageddon Clock	A	C	R	4.00	3.50	2.90
Aspect of Wolf	G	ECr	R	5.50	5.00	↑ 5.00
Atog	R	Sum	C	0.30	0.30	↑ 0.30
Badlands	B/R	DLnd	R	6.00	5.80	↓ 5.00
Bad Moon	B	E	R	6.50	5.00	5.00
Balance	W	Sor	R	5.00	4.50	4.00
Basalt Monolith	A	M	U	1.10	1.00	1.00
Bayou	B/G	DLnd	R	6.00	5.80	↑ 5.00
Benalish Hero	W	Sum	C	0.30	0.30	↑ 0.30
Birds of Paradise	G	Sum	R	5.00	5.00	5.00
Black Knight	B	Sum	U	2.00	2.00	1.00
Black Vise	A	C	U	1.90	1.50	↓ 1.00
Black Ward	W	ECr	U	1.00	1.00	↑ 0.70
Blessing	W	ECr	R	5.30	5.00	↑ 4.40
Blue Elemental Blast	U	Int	C	0.30	0.30	↑ 0.30
Blue Ward	W	ECr	U	1.00	1.00	↑ 0.50
Bog Wraith	B	Sum	U	2.00	1.60	↑ 1.00
Bottle of Suleiman	A	M	R	4.00	4.00	↑ 3.00
Braingeyser	U	Sor	R	5.30	5.00	5.00
Brass Man	A	Cr	U	1.00	1.00	↑ 0.60
Burrowing	R	ECr	U	1.00	1.00	↑ 0.90
Castle	W	E	U	2.00	1.10	↓ 1.00
Celestial Prism	A	M	U	1.30	1.00	↓ 1.00
Channel	G	Sor	U	1.50	1.30	↓ 1.00
Chaoslace	R	Int	R	2.30	2.00	↓ 2.00
CoP:Black	W	E	C	0.30	0.30	↑ 0.30
CoP:Blue	W	E	C	0.30	0.30	↑ 0.30
CoP:Green	W	E	C	0.30	0.30	↑ 0.30
CoP:Red	W	E	C	0.30	0.30	↑ 0.30
CoP:White	W	E	C	0.30	0.30	↑ 0.30
Clockwork Beast	A	Cr	R	4.30	4.00	4.00
Clone	U	Sum	U	2.00	2.00	1.80
Cockatrice	G	Sum	R	5.60	5.00	↓ 5.00
Conservator	A	M	U	1.00	1.00	1.00
Contract from Below	B	Sor	R	3.60	3.00	↓ 2.80
Control Magic	U	ECr	U	2.00	1.80	↑ 1.00
Conversion	W	E	U	1.00	1.00	1.00
Copy Artifact	U	E	R	5.00	5.00	4.00
Counterspell	U	Int	U	2.60	2.00	1.90
Craw Wurm	G	Sum	C	0.40	0.30	↑ 0.30
Creature Bond	U	ECr	C	0.30	0.30	↑ 0.30
Crumble	G	Ins	U	0.50	0.50	0.40
Crusade	W	E	R	6.00	6.00	↑ 5.40
Crystal Rod	A	P	U	1.00	1.00	1.00
Cursed Land	B	ELnd	U	1.10	1.00	1.00
Dancing Scimitar	A	Cr	R	3.20	3.00	↓ 3.00
Dark Ritual	B	Int	C	0.30	0.30	↑ 0.30
Darkpact	B	Sor	R	3.00	2.50	↓ 2.00
Death Ward	W	Ins	C	0.30	0.30	↑ 0.30
Deathgrip	B	E	U	1.00	1.00	↑ 1.00
Deathlace	B	Int	R	3.00	2.00	↓ 2.00
Demonic Attorney	B	Sor	R	3.00	3.00	2.00
Demonic Hordes	B	Sum	R	7.00	7.00	6.00
Demonic Tutor	B	Sor	U	2.50	2.00	2.00
Desert Twister	G	Sor	U	3.00	2.00	2.00
Dingus Egg	A	CArt	R	4.00	3.00	↓ 3.00
Disenchant	W	Ins	C	0.40	0.30	↑ 0.30
Disintegrate	R	Sor	C	0.40	0.30	0.30
Disrupting Scepter	A	M	R	3.80	3.00	↓ 3.00
Dragon Engine	A	Cr	R	2.00	2.00	↓ 1.00
Dragon Whelp	R	Sum	U	2.00	2.00	1.80
Drain Life	B	Sor	C	0.30	0.30	↑ 0.30
Drain Power	U	Sor	R	5.00	4.00	3.80
Drudge Skeletons	B	Sum	C	0.30	0.30	↑ 0.30
Dwarven Warriors	R	Sum	C	0.30	0.30	0.30
Dwarven Weaponsmith	R	Sum	U	1.00	1.00	0.80
Earth Elemental	R	Sum	U	1.00	1.00	1.00
Earthbind	R	ECr	C	0.30	0.30	↑ 0.30
Earthquake	R	Sor	R	4.50	4.00	4.00
Ebony Horse	A	M	R	4.00	4.00	4.00
El -Hajjaj	B	Sum	R	4.00	4.00	3.30
Elvish Archers	G	Sum	R	5.00	5.00	↑ 4.30
Energy Flux	U	E	U	1.00	1.00	1.00
Erg Raiders	B	Sum	C	0.30	0.30	↑ 0.30
Evil Presence	B	ELnd	U	1.00	1.00	1.00
Eye for an Eye	W	Ins	R	4.20	3.80	↓ 3.10
Farmstead	W	ELnd	R	4.00	3.00	↓ 3.00
Fastbond	G	E	R	4.00	4.00	↑ 3.80
Fear	B	ECr	C	0.30	0.30	↑ 0.30
Feedback	U	EE	U	1.00	1.00	1.00
Fire Elemental	R	Sum	U	1.40	1.00	1.00
Fireball	R	Sor	C	0.40	0.30	↑ 0.30
Firebreathing	R	ECr	C	0.30	0.30	↑ 0.30
Flashfires	R	Sor	U	1.10	1.00	↓ 1.00
Flight	U	ECr	C	0.30	0.30	↑ 0.30
Flying Carpet	A	M	R	4.00	4.00	4.00
Fog	G	Ins	C	0.30	0.30	↑ 0.30
Force of Nature	G	Sum	R	10.00	9.00	↑ 7.00
Forest Eyes	G	Lnd	C	0.10	0.10	0.10
Forest Path	G	Lnd	C	0.10	0.10	0.10
Forest Rocks	G	Lnd	C	0.10	0.10	0.10
Fork	R	Int	R	8.00	8.00	7.80
Frozen Shade	B	Sum	C	0.30	0.30	↑ 0.30
Fungusaur	G	Sum	R	5.00	5.00	5.00
Gaea's Liege	G	Sum	R	8.50	8.00	7.80
Giant Growth	G	Ins	C	0.30	0.30	↑ 0.30
Giant Spider	G	Sum	C	0.30	0.30	↑ 0.30
Glasses of Urza	A	M	U	1.00	1.00	↓ 1.00
Gloom	B	E	U	1.60	1.50	1.30
Goblin Balloon Brigade	R	Sum	U	1.00	1.00	↑ 1.00
Goblin King	R	Sum	R	8.00	7.00	↑ 6.00
Granite Gargoyle	R	Sum	R	6.00	6.00	↑ 5.00
Gray Ogre	R	Sum	C	0.30	0.30	↑ 0.30
Green Ward	W	ECr	U	1.00	1.00	↑ 1.00
Grizzly Bears	G	Sum	C	0.30	0.30	↑ 0.30
Guardian Angel	W	Ins	C	0.30	0.30	↑ 0.30
Healing Salve	W	Ins	C	0.30	0.30	↑ 0.30
Helm of Chatzuk	A	M	R	4.00	3.00	↓ 3.00
Hill Giant	R	Sum	C	0.30	0.30	↑ 0.30
Holy Armor	W	ECr	C	0.30	0.30	↑ 0.30
Holy Strength	W	ECr	C	0.30	0.30	↑ 0.30
Howl from Beyond	B	Ins	C	0.30	0.30	↑ 0.30
Howling Mine	A	C	R	5.00	5.00	3.50
Hurkyl's Recall	U	Ins	R	5.00	4.00	4.00
Hurloon Minotaur	R	Sum	C	0.30	0.30	↑ 0.30
Hurricane	G	Sor	U	1.00	1.00	↓ 1.00
Hypnotic Specter	B	Sum	U	2.50	2.00	↓ 1.80
Instill Energy	G	ECr	U	1.80	1.50	1.00
Iron Star	A	P	U	1.00	1.00	↓ 1.00
Ironroot Treefolk	G	Sum	C	0.30	0.30	↑ 0.30
Island Fish Jasconius	U	Sum	R	5.00	4.00	↓ 4.00
Island Sanctuary	W	E	R	4.50	4.00	↑ 3.80
Island Blue	U	Lnd	C	0.10	0.10	0.10
Island Golden	U	Lnd	C	0.10	0.10	0.10
Island Red	U	Lnd	C	0.10	0.10	0.10
Ivory Cup	A	P	U	1.00	1.00	↑ 0.90
Ivory Tower	A	C	R	4.00	4.00	4.00
Jade Monolith	A	P	R	3.00	3.00	2.40
Jandor's Ring	A	M	R	3.00	3.00	3.00
Jandor's Saddlebags	A	M	R	3.00	3.00	3.00
Jayemdae Tome	A	M	R	4.00	3.50	3.00
Juggernaut	A	Cr	U	1.60	1.50	↓ 1.00
Jump	U	Ins	C	0.30	0.30	↑ 0.30
Karma	W	E	U	1.80	1.00	1.00
Keldon Warlord	R	Sum	U	2.00	2.00	1.50
Kird Ape	R	Sum	C	0.50	0.30	↓ 0.30
Kormus Bell	A	C	R	4.60	4.00	↓ 3.50
Kudzu	G	ELnd	R	3.00	3.00	↓ 2.90
Lance	W	ECr	U	1.00	1.00	1.00
Ley Druid	G	Sum	U	1.00	1.00	1.00
Library of Leng	A	C	U	1.00	1.00	↓ 1.00
Lifeforce	G	E	U	1.30	1.00	↓ 1.00
Lifelace	G	Int	R	3.00	3.00	2.30
Lifetap	U	E	U	1.00	1.00	1.00
Lightning Bolt	R	Ins	C	0.40	0.30	↑ 0.30
Living Artifact	G	EArt	R	4.00	4.00	3.00
Living Lands	G	E	R	5.30	3.00	↓ 3.00
Living Wall	A	C	U	1.90	1.30	↓ 1.00
Llanowar Elves	G	Sum	C	0.30	0.30	↑ 0.30
Lord of Atlantis	U	Sum	R	7.30	6.50	↑ 5.20
Lord of the Pit	B	Sum	R	9.30	9.00	8.80
Lure	G	ECr	U	1.50	1.00	↓ 1.00
Magical Hack	U	Int	R	6.00	5.50	5.00
Magnetic Mountain	R	E	R	3.00	3.00	3.00
Mahamoti Djinn	U	Sum	R	8.00	8.00	↑ 6.80
Mana Flare	R	E	R	5.00	5.00	5.00
Mana Short	U	Ins	R	4.40	4.00	↓ 4.00
Mana Vault	A	M	R	3.00	3.00	3.00
Manabarbs	R	E	R	4.00	4.00	↑ 3.40
Meekstone	A	C	R	5.00	4.00	↓ 3.80
Merfolk of the Pri Trdnt	U	Sum	C	0.30	0.30	↑ 0.30
Mesa Pegasus	W	Sum	C	0.30	0.30	↑ 0.30
Mijae Djinn	R	Sum	R	5.00	4.00	4.00
Millstone	A	M	R	3.00	3.00	3.00
Mind Twist	B	Sor	R	5.30	5.00	5.00
Mishra's War Machine	A	Cr	R	5.00	5.00	↑ 4.00
Mons's Goblin Raiders	R	Sum	C	0.30	0.30	↑ 0.30
Mountain Blue	R	Lnd	C	0.10	0.10	0.10
Mountain Brown	R	Lnd	C	0.10	0.10	0.10
Mountain Green Sky	R	Lnd	C	0.10	0.10	0.10
Nether Shadow	B	Sum	R	4.00	4.00	3.30
Nettling Imp	B	Sum	U	1.50	1.30	↓ 1.00
Nevinyrral's Disk	A	M	R	5.70	5.00	5.00
Nightmare	B	Sum	R	10.00	10.00	9.80
Northern Paladin	W	Sum	R	10.00	9.00	↑ 8.00
Obsianus Golem	A	Cr	U	1.70	1.30	↓ 1.00
Onulet	A	Cr	R	2.00	2.00	2.00
Orcish Artillery	R	Sum	U	1.00	1.00	1.00
Orcish Oriflamme	R	E	R	2.00	2.00	↑ 1.60
Ornithopter	A	Cr	U	1.00	1.00	↑ 1.00
Paralyze	B	ECr	C	0.30	0.30	↑ 0.30
Pearled Unicorn	W	Sum	C	0.30	0.30	↑ 0.30
Personal Incarnation	W	Sum	R	8.00	8.00	↑ 7.00
Pestilence	B	E	C	0.30	0.30	↑ 0.30
Phantasmal Forces	U	Sum	U	1.00	1.00	↑ 1.00
Phantasmal Terrain	U	ELnd	C	0.30	0.30	↑ 0.30
Phantom Monster	U	Sum	U	1.00	1.00	1.00
Pirate Ship	U	Sum	R	5.00	5.00	4.00
Plague Rats	B	Sum	C	0.30	0.30	↓ 0.30
Plains No Trees	W	Lnd	C	0.20	0.10	0.10
Plains Pink Horizon	W	Lnd	C	0.20	0.10	0.10
Plains Trees	W	Lnd	C	0.20	0.10	0.10
Plateau	R/W	DLnd	R	6.00	5.50	5.00
Power Leak	U	EE	C	0.30	0.30	↑ 0.30
Power Sink	U	Int	C	0.30	0.30	↑ 0.30
Power Surge	R	E	R	3.50	3.00	↓ 3.00
Primal Clay	A	Cr	R	2.00	2.00	2.00
Prodigal Sorcerer	U	Sum	C	0.40	0.30	↑ 0.30
Psychic Venom	U	ELnd	C	0.30	0.30	↑ 0.30
Purelace	W	Int	R	3.00	2.00	↓ 2.00
Raise Dead	B	Sor	C	0.30	0.30	↑ 0.30
Reconstruction	U	Sor	C	0.30	0.30	↑ 0.30
Red Elemental Blast	R	Int	C	0.30	0.30	↑ 0.30
Red Ward	W	ECr	U	1.00	1.00	↑ 1.00
Regeneration	G	ECr	C	0.30	0.30	↑ 0.30
Regrowth	G	Sor	U	2.00	1.50	↑ 1.00
Resurrection	W	Sor	U	1.00	1.00	1.00
Reverse Damage	W	Ins	R	6.50	6.00	↑ 5.80
Reverse Polarity	W	Ins	U	1.00	1.00	1.00
Righteousness	W	Ins	R	6.00	5.00	5.00
Roc of Kher Ridges	R	Sum	R	4.30	4.00	↓ 3.50
Rock Hydra	R	Sum	R	9.00	8.00	↑ 7.50
Rocket Launcher	A	P	R	3.00	3.00	↑ 2.80
Rod of Ruin	A	M	U	1.00	1.00	↓ 1.00
Royal Assassin	B	Sum	R	12.25	11.00	↑ 10.00
Sacrifice	B	Int	U	1.00	1.00	↑ 0.80
Samite Healer	W	Sum	C	0.30	0.30	↑ 0.30
Savannah	G/W	DLnd	R	6.00	5.80	↑ 5.00
Savannah Lions	W	Sum	R	3.00	3.00	3.00
Scathe Zombies	B	Sum	C	0.30	0.30	↑ 0.30
Scavenging Ghoul	B	Sum	U	1.80	1.00	↓ 1.00
Scrubland	B/W	DLnd	R	6.00	5.00	↓ 5.00
Scryb Sprites	G	Sum	C	0.30	0.30	↑ 0.30
Sea Serpent	U	Sum	C	0.30	0.30	↑ 0.30
Sedge Troll	R	Sum	R	4.00	4.00	3.00
Sengir Vampire	B	Sum	U	3.00	3.00	3.00
Serendib Efreet	U	Sum	R	4.00	4.00	↓ 3.00
Serra Angel	W	Sum	U	5.00	4.00	3.60
Shanodin Dryads	G	Sum	C	0.30	0.30	↑ 0.30
Shatter	R	Ins	C	0.30	0.30	↑ 0.30
Shatterstorm	R	Sor	U	2.00	2.00	2.00
Shivan Dragon	R	Sum	R	15.00	15.00	14.25
Simulacrum	B	Ins	U	1.00	1.00	1.00
Siren's Call	U	Ins	U	1.00	1.00	1.00
Sleight of Mind	U	Int	R	6.00	5.00	4.40
Smoke	R	E	R	4.00	3.60	↑ 3.10
Sol Ring	A	M	U	2.00	2.00	2.00
Sorceress Queen	B	Sum	R	5.00	5.00	5.00
Soul Net	A	P	U	1.00	1.00	1.00
Spell Blast	U	Int	C	0.30	0.30	↑ 0.30
Stasis	U	E	R	4.00	3.50	3.00
Steal Artifact	U	EArt	U	1.40	1.00	↓ 1.00
Stone Giant	R	Sum	U	1.00	1.00	1.00
Stone Rain	R	Sor	U	0.50	0.30	↓ 0.30
Stream of Life	G	Sor	C	0.30	0.30	↑ 0.30
Sunglasses of Urza	A	C	R	4.80	4.50	4.00
Swamp High Branch	B	Lnd	C	0.10	0.10	0.10
Swamp Low Branch	B	Lnd	C	0.10	0.10	0.10
Swamp Two Branch	B	Lnd	C	0.10	0.10	0.10
Swords to Plowshares	W	Ins	U	1.90	1.30	↓ 1.00
Taiga	R/G	DLnd	R	6.00	5.00	↓ 5.00
Terror	B	Ins	C	0.40	0.30	↑ 0.30
The Hive	A	M	R	6.00	5.00	5.00
The Rack	A	C	U	1.60	1.30	↓ 1.00
Thicket Basilisk	G	Sum	U	2.80	2.00	1.30
Thoughtlace	U	Int	R	3.00	2.50	↓ 2.00
Throne of Bone	A	P	U	1.00	1.00	1.00
Timber Wolves	G	Sum	R	4.00	4.00	4.00
Titania's Song	G	E	R	2.50	2.50	↓ 2.00
Tranquility	G	Sor	C	0.30	0.30	↑ 0.30
Tropical Island	U/G	DLnd	R	6.00	5.80	↑ 5.00
Tsunami	G	Sor	U	1.20	1.00	↓ 1.00

Illustrations: L/R: Mark Tedin & Doug Shuler



REVISED PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Throne of Bone	A	P	U	1.00	1.00	1.00
Timber Wolves	G	Sum	R	4.00	4.00	4.00
Titania's Song	G	E	R	2.50	2.50	↓ 2.00
Tranquility	G	Sor	C	0.30	0.30	↑ 0.30
Tropical Island	U/G	DLnd	R	6.00	5.80	↑ 5.00
Tsunami	G	Sor	U	1.20	1.00	↓ 1.00
Tundra	U/W	DLnd	R	6.00	5.80	↑ 5.00
Tunnel	R	Ins	U	1.00	1.00	1.00
Underground Sea	B/U	DLnd	R	6.00	5.80	↑ 5.00
Unholy Strength	B	ECr	C	0.30	0.30	↑ 0.30
Unstable Mutation	U	ECr	C	0.30	0.30	↑ 0.30
Unsummon	U	Ins	C	0.30	0.30	↑ 0.30
Uthden Troll	R	Sum	U	2.00	1.90	↑ 1.60
Verduran Enchantress	G	Sum	R	6.30	4.10	↓ 4.00
Vesuvan Doppelganger	U	Sum	R	10.00	8.50	↓ 8.00
Veteran Bodyguard	W	Sum	R	8.00	8.00	7.00
Volcanic Eruption	U	Sor	R	5.00	5.00	↑ 4.80
Volcanic Island	U/R	DLnd	R	6.00	5.30	↓ 5.00
Wall of Air	U	Sum	U	1.00	1.00	1.00
Wall of Bone	B	Sum	U	1.00	1.00	1.00
Wall of Brambles	G	Sum	U	1.00	1.00	1.00
Wall of Fire	R	Sum	U	1.00	1.00	1.00
Wall of Ice	G	Sum	U	1.00	1.00	1.00
Wall of Stone	R	Sum	U	1.00	1.00	1.00
Wall of Swords	W	Sum	U	2.00	2.00	1.30
Wall of Water	U	Sum	U	1.00	1.00	1.00
Wall of Wood	G	Sum	C	0.30	0.30	↑ 0.30
Wanderlust	G	ECr	U	1.00	1.00	↑ 1.00
War Mammoth	G	Sum	C	0.30	0.30	↑ 0.30
Warp Artifact	B	EArt	R	3.00	3.00	3.00
Water Elemental	U	Sum	U	1.30	1.00	↓ 1.00
Weakness	B	ECr	C	0.30	0.30	↑ 0.30
Web	G	ECr	R	4.00	3.50	↓ 3.00
Wheel of Fortune	R	Sor	R	5.00	5.00	5.00
White Knight	W	Sum	U	2.00	2.00	2.00
White Ward	W	ECr	U	1.00	1.00	↑ 1.00
Wild Growth	G	ELnd	C	0.30	0.30	↑ 0.30
Will-O-The-Wisp	B	Sum	R	6.10	5.00	↓ 5.00
Winter Orb	A	C	R	4.30	4.00	↓ 4.00
Wooden Sphere	A	P	U	1.00	1.00	1.00
Wrath of God	W	Sor	R	6.00	6.00	6.00
Zombie Master	B	SUM	R	6.90	6.30	↑ 6.00
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ARABIAN NIGHTS PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median		Lower
Abu Ja'far	W	Sum	U	12.25	10.00		8.40
Aladdin	R	Sum	U	20.00	15.00	↑	8.00
Aladdin's Lamp	A	M	U	7.50	6.00		5.50
Aladdin's Ring	A	M	U	7.50	7.00		5.30
Ali Baba	R	Sum	U	10.00	8.00	↑	5.00
Ali from Cairo	R	Sum	R	40.00	30.00	↑	20.00
Army of Allah (a)	W	Ins	C	3.50	2.00	↓	1.50
Army of Allah (b)	W	Ins	C	3.00	2.00		1.20
Bazaar of Baghdad	Be	L	U	10.00	8.00	↑	5.50
Bird Maiden (a)	R	Sum	C	3.00	2.00	↑	1.00
Bird Maiden (b)	R	Sum	C	2.20	2.00	↑	1.00
Bottle of Suleiman	A	M	U	8.00	6.00	↓	5.00
Brass Man	A	ACr	U	3.00	2.00		1.80
Camel	W	Sum	C	2.30	2.00	↑	1.00
City in a Bottle	A	C	U	15.00	11.00		9.30
City of Brass	Be	L	U	11.00	10.00	↑	7.50
Cuombajj Witches	B	Sum	C	3.00	2.00		1.00
Cyclone	G	E	U	7.00	6.00	↑	4.00
Dancing Scimitar	A	ACr	U	6.50	6.00		5.00
Dandan	U	Sum	C	2.00	2.00	↑	1.00
Desert	Be	L	C	5.00	3.00	↑	2.40
Desert Nomads	R	Sum	C	3.30	2.00		1.00
Desert Twister	G	Sor	U	6.00	5.00	↓	3.50
Diamond Valley	Be	L	U	25.00	19.00	↑	12.50
Drop of Honey	G	E	U	17.25	14.50	↑	8.00
Ebony Horse	A	M	U	8.00	6.00		5.00
El-Hajjaj	B	Sum	U	7.90	6.00	↓	5.50
Elephant Graveyard	Be	L	U	22.50	15.00		11.00
Erg Raiders (a)	B	Sum	C	1.60	1.00		0.70
Erg Raiders (b)	B	Sum	C	1.00	1.00		0.70
Erhnam Djinn	G	Sum	U	12.25	9.00	↑	6.00
Eye for an Eye	W	Ins	U	9.00	7.00		5.30
Fishliver Oil (a)	U	ECr	C	2.30	1.60	↑	1.00
Fishliver Oil (b)	U	ECr	C	2.00	1.20	↑	1.00
Flying Carpet	A	M	U	7.00	6.00		4.50
Flying Men	U	Sum	C	3.00	2.00		1.30
Ghazban Ogre	G	Sum	C	2.00	1.00		1.00
Giant Tortoise (a)	U	Sum	C	2.30	1.00		1.00
Giant Tortoise (b)	U	Sum	C	2.00	1.00		1.00
Guardian Beast	B	Sum	U	40.00	32.00	↑	22.00
Hasran Ogress (a)	B	Sum	C	2.00	1.00		0.70
Hasran Ogress (b)	B	Sum	C	2.00	1.00		0.70
Hurr Jackal	R	Sum	C	3.10	2.00		1.00
Ifh-Biff Efreet	G	Sum	U	14.25	9.00		6.80
Island Fish Jasconius	U	Sum	U	8.00	7.00	↑	5.00
Island of Wak-Wak	Be	L	U	24.25	16.50	↑	10.00
Jandor's Ring	A	M	U	7.00	5.00		4.30
Jandor's Saddlebags	A	M	U	7.00	5.00		4.80
Jeweled Bird	A	M	U	8.00	6.00		4.00
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Junun Efreet	B	Sum	U	10.00	8.00		5.50
Juzam Djinn	B	Sum	U	15.00	11.00		8.50
Khabal Ghoul	B	Sum	U	20.00	16.50	↑	10.00
King Suleiman	W	Sum	U	12.75	9.50	↓	8.00
Kird Ape	R	Sum	C	1.30	1.00		1.00
Library of Alexandria	Be	L	U	16.75	13.00		10.00
Magnetic Mountain	R	E	U	8.00	6.00		4.00
Merchant Ship	U	Sum	U	8.00	6.00		5.00
Metamorphosis	G	Sor	C	2.00	1.00		1.00
Mijae Djinn	R	Sum	U	8.50	6.50	↓	4.50
Moorish Cavalry (a)	W	Sum	C	4.30	2.80	↑	1.90
Moorish Cavalry (b)	W	Sum	C	4.00	2.30	↑	1.40
Mountain	Be	L	U	5.00	3.30	↓	3.00
Nafs Asp (a)	G	Sum	C	2.30	1.80	↑	1.00
Nafs Asp (b)	G	Sum	C	2.00	1.50	↑	1.00
Oasis	Be	L	U	8.00	7.00	↑	4.80
Old Man of the Sea	U	Sum	U	25.75	22.50	↑	15.00
Oubliette (a)	B	E	C	5.00	4.00		3.00
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Piety (a)	W	Ins	C	2.90	2.00	↑	1.00
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Pyramids	A	P	U	20.00	15.00	↑	11.00
Repentant Blacksmith	W	Sum	U	10.00	7.50	↓	5.90
Ring of Ma'ruf	A	M	U	15.00	12.00	↑	7.50
Rukh Egg (a)	R	Sum	C	6.00	5.00	↑	3.00
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Sandals of Abdallah	A	M	U	8.00	6.00		5.00
Sandstorm	G	Ins	C	3.00	2.00		1.00
Serendib Djinn	U	Sum	U	10.00	8.80	↑	7.00
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Sindbad	U	Sum	U	9.00	6.00		4.00
Singing Tree	G	Sum	U	30.00	17.50	↑	14.25
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Stone-Throw Dvls (a)	B	Sum	C	3.10	2.00		1.90
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Unstable Mutation	U	ECr	C	2.00	1.00		0.90
War Elephant (a)	W	Sum	C	4.50	3.50	↑	2.30
War Elephant (b)	W	Sum	C	4.00	3.00	↑	2.00
Wyluli Wolf (a)	G	Sum	C	4.00	3.30	↑	2.00
Wyluli Wolf (b)	G	Sum	C	4.00	2.80	↑	2.00
Ydwen Efreet	R	Sum	U	10.00	8.00		6.50
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Card Name	Color	Type	Rarity	Upper	Median	Lower
Amulet of Kroog	A	M	C	1.00	1.00	0.60
Argivian Archaeologist	W	S	R	20.00	17.50 ↑	13.00
Argivian Blacksmith	W	S	U	1.00	1.00	0.60
Argothian Pixies	G	S	C	1.00	1.00	0.60
Argothian Treefolk	G	S	C	1.00	1.00	0.80
Armageddon Clock	A	C	R	6.00	5.00	4.30
Artifact Blast	R	Int	C	1.40	1.00	0.80
Artifact Possession	B	EArt	C	1.00	1.00	0.80
Artifact Ward	W	ECr	C	2.00	1.00	1.00
Ashnod's Altar	A	P	U	4.00	4.00	3.30
Ashnod's Battle Gear	A	M	U	4.00	4.00 ↑	3.80
Ashnod's Transmogrnt	A	M	U	4.00	4.00 ↑	3.00
Atog	R	S	C	1.00	0.90 ↓	0.50
Battering Ram	A	ACr	C	1.20	1.00	0.80
Bronze Tablet	A	M	R	11.00	9.00 ↑	7.30
Candelabra of Tawnos	A	M	R	17.25	15.00 ↑	12.00
CoP: Artifacts	W	E	U	13.00	7.50 ↑	5.30
Citanul Druid	G	S	U	4.00	3.00	3.00
Clay Statue	A	ACr	C	1.80	1.00	1.00
Clockwork Avian	A	ACr	R	12.00	11.50 ↑	9.30
Colossus of Sardia	A	ACr	R	20.00	18.00 ↑	15.00
Coral Helm	A	P	R	8.00	8.00 ↑	6.50
Crumble	G	Ins	C	1.00	1.00	0.50
Cursed Rack	A	C	C	4.00	3.00	2.00
Damping Field	W	E	U	3.70	3.00	3.00
Detonate	R	Sor	U	4.00	4.00 ↑	3.00
Drafna's Restoration	U	Sor	C	1.00	1.00	0.80
Dragon Engine	A	ACr	C	1.40	1.00	0.80
Dwarven Weaponsmith	R	Sum	U	3.00	3.00	2.00
Energy Flux	U	E	U	3.00	2.80 ↑	1.60
Feldon's Cane	A	M	U	7.80	6.00 ↑	5.00
Gaea's Avenger	G	Sum	R	16.25	13.50 ↑	12.00
Gate to Phyrexia	B	E	U	3.80	3.00	3.00
Goblin Artisans	R	Sum	U	3.00	3.00	3.00
Golgothian Sylex	A	M	R	10.00	9.90 ↑	8.60
Grapeshot Catapult	A	ACr	C	1.00	1.00	0.80
Haunting Wind	B	E	U	3.00	3.00	2.60
Hurkyl's Recall	U	Ins	R	8.00	6.50 ↑	6.00
Ivory Tower	A	C	U	5.80	5.00 ↑	4.50
Jalum Tome	A	M	R	6.00	5.00 ↑	4.00
Martyrs of Korlis	W	Sum	U	5.00	5.00 ↑	4.30
Mightstone	A	C	U	4.00	3.80 ↑	3.00
Millstone	A	M	U	4.00	3.80 ↑	3.00
Mishra's Factory, autumn	Be	L	U	7.50	6.00 ↑	5.00
Mishra's Factory, spring/blue balloon	Be	L	U	6.80	6.00 ↑	5.00
Mishra's Factory, summer	Be	L	U	7.00	6.00 ↑	5.00
Mishra's Factory, winter	Be	L	U	7.50	6.00 ↑	5.50
Mishra's War Machine	A	ACr	R	7.60	6.00	6.00
Mishra's Workshop	Be	L	R	13.50	10.00 ↑	7.40
Obelisk of Undoing	A	M	R	12.00	10.00 ↑	8.00
Onulet	A	ACr	U	3.30	3.00	2.30
Orcish Mechanics	R	Sum	C	1.00	1.00	0.80
Ornithopter	A	ACr	C	1.60	1.00	0.80
Phyrexian Gremlins	B	Sum	C	1.90	1.00	0.80
Power Artifact	U	EArt	U	3.80	3.00	3.00
Powerleech	G	E	U	4.00	3.50	3.00
Priest of Yawgmoth	B	Sum	C	1.00	1.00	0.60
Primal Clay	A	ACr	U	4.00	3.80 ↑	3.00
Rakalite	A	P	U	4.00	3.00	2.00
Reconstruction	U	Sor	C	1.00	1.00	0.60
Reverse Polarity	W	Ins	C	1.00	1.00	0.50
Rocket Launcher	A	P	U	3.80	3.00	3.00
Sage of Lat-Nam	U	Sum	C	1.00	1.00	0.80
Shapeshifter	A	ACr	R	12.00	10.50 ↑	10.00
Shatterstorm	R	Sor	R	7.00	5.00 ↓	4.30
Staff of Zegon	A	M	C	1.00	1.00	1.00
Strip Mine, small tower in foreground	Be	L	U	7.00	6.00 ↑	5.00
Strip Mine, no tower, no visible horizon	Be	L	U	7.00	6.00 ↑	5.00
Strip Mine, horizon, even terraces	Be	L	U	7.00	6.00 ↑	6.00
Strip Mine, horizon, uneven terraces	Be	L	U	7.00	6.00 ↑	6.00
Su-Chi	A	ACr	U	4.20	3.50 ↑	3.00
Tablet of Epityr	A	P	C	1.20	1.00	0.80
Tawnos's Coffin	A	M	R	15.00	12.00 ↑	12.00
Tawnos's Wand	A	M	U	4.00	3.00	3.00
Tawnos's Weaponry	A	M	U	4.00	3.00	3.00
Tetravus	A	ACr	R	14.00	12.00 ↑	10.00
The Rack	A	C	U	4.00	3.00	3.00
Titania's Song	G	E	U	4.00	3.00	3.00
Transmute Artifact	U	Sor	U	3.90	3.00 ↑	2.00
Triskelion	A	ACr	R	12.00	10.00 ↑	10.00
Urza's Avenger	A	ACr	R	15.00	14.00 ↑	10.00
Urza's Chalice	A	P	C	2.00	1.30 ↑	1.00
Urza's Mine, sphere	Be	L	C	3.00	2.00 ↑	2.00
Urza's Mine, mouth	Be	L	C	3.00	2.30 ↑	2.00
Urza's Mine, pulley	Be	L	C	3.00	2.50 ↑	2.00
Urza's Mine, tower	Be	L	C	3.00	2.00 ↑	2.00
Urza's Miter	A	P	R	8.00	6.50 ↑	5.30
Urza's Power Plant, bug	Be	L	C	3.00	2.00 ↑	2.00
Urza's Power Plant, col.	Be	L	C	3.00	2.00 ↑	2.00
Urza's Power Plant, sphere	Be	L	C	3.00	2.00 ↑	2.00
Urza's Power Plant, rock	Be	L	C	3.00	2.00 ↑	2.00
Urza's Tower, forest	Be	L	C	3.00	2.00 ↑	2.00
Urza's Tower, mountains	Be	L	C	3.00	2.00 ↑*	2.00
Urza's Tower, plains	Be	L	C	3.00	2.00 ↑	2.00
Urza's Tower, shore	Be	L	C	3.00	2.50 ↑	2.00
Wall of Spears	A	ACr	U	4.00	4.00	3.00
Weakstone	A	C	U	3.00	3.00	2.00
Xenic Poltergeist	B	Sum	U	3.00	3.00	2.50
Yawgmoth Demon	B	Sum	R	15.00	15.00 ↑	15.00
Yotian Soldier	A	ACr	C	2.00	2.00	1.00
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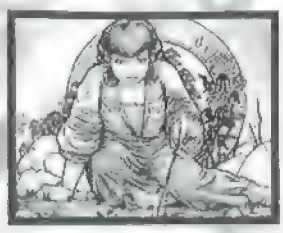

LEGENDS PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Abomination	B	Sum	U	5.00	4.50	4.00
Acid Rain	U	Sor	R	14.25	10.00	8.00
Active Volcano	R	Ins	C	1.00	0.50	0.30
Adun Oakenshield	Gld	SmL	R	12.00	12.00	9.00
Adventurer's Guildhse	Be	L	U	3.00	3.00	2.00
Aisling Leprechaun	G	Sum	C	1.00	0.60	↓ 0.50
Akron Legionnaire	W	Sum	R	12.00	10.00	8.00
Al-abara's Carpet	Be	A	R	12.00	10.00	8.00
Alabaster Potion	W	Ins	C	1.00	0.50	0.40
Alchor's Tomb	Be	A	R	10.00	9.00	↑ 8.00
All Hallow's Eve	B	Sor	R	19.00	15.00	12.75
Amrou Kithkin	W	Sum	C	1.00	0.50	0.30
Angelic Voices	W	E	R	14.00	11.50	↑ 7.50
Angus Mackenzie	Gld	SmL	R	12.00	9.30	↓ 8.00
Anti-Magic Aura	U	ECr	C	1.00	1.00	0.90
Arboria	G	EW	U	4.00	4.00	↑ 3.00
Arcades Sabboth	Gld	Sum	R	25.00	23.00	↑ 20.00
Arena of the Ancients	Be	A	R	10.00	9.00	8.00
Avoid Fate	G	Int	C	1.00	0.80	↑ 0.30
Axelrod Gunnarson	Gld	SmL	R	12.00	10.00	8.80
Ayesha Tanaka	Gld	SmL	R	10.00	10.00	8.00
Azure Drake	U	Sum	U	5.00	4.00	3.00
Backdraft	R	Ins	U	4.00	3.00	3.00
Backfire	U	ECr	U	4.00	3.50	3.00
Barbary Apes	G	Sum	C	1.00	0.50	0.40
Barktooth Warbeard	Gld	SmL	U	6.00	5.00	4.00
Bartel Runeaxe	Gld	SmL	R	11.25	9.50	↓ 7.60
Beasts of Bogardan	R	Sum	U	5.00	4.00	3.20
Black Mana Battery	Be	A	U	7.90	6.50	↑ 5.00
Blazing Effigy	R	Sum	C	1.00	0.50	↓ 0.30
Blight	B	EL	U	4.00	4.00	↑ 3.00
Blood Lust	R	Ins	U	6.30	5.80	↑ 3.80
Blue Mana Battery	Be	A	U	7.00	6.00	5.00
Boomerang	U	Ins	C	1.00	0.50	↓ 0.30
Boris Devilboon	Gld	SmL	R	12.00	11.00	↓ 8.90
Brine Hag	U	Sum	U	5.00	4.00	3.00
Bronze Horse	Be	ACr	R	10.00	8.30	↑ 6.00
Carrion Ants	B	Sum	R	22.50	20.00	↑ 15.00
Cat Warriors	G	Sum	C	1.00	0.50	0.40
Cathedral of Serra	Be	L	U	3.30	3.00	3.00
Caverns of Despair	R	EW	R	10.00	9.50	↓ 7.80
Chain Lightning	R	Sor	C	1.00	0.90	↑ 0.70
Chains of Meph.	B	E	R	12.00	10.00	8.00
Chromium	Gld	SmL	R	24.25	22.50	↑ 19.50
Cleanse	W	Sor	R	15.00	12.00	↑ 10.50
Clergy of the Holy Nim.	W	Sum	C	1.00	0.80	↑ 0.30
Cocoon	G	ECr	U	5.00	4.50	↑ 3.00
Concordant Crossroads	G	EW	R	10.00	9.50	↑ 8.40
Cosmic Horror	B	Sum	R	11.00	10.00	8.00
Craw Giant	G	Sum	U	9.80	7.00	↑ 5.30
Crevasse	R	E	U	4.00	3.80	↑ 3.40
Crimson Kobolds	R	Sum	C	1.00	0.60	↓ 0.40
Crimson Manticore	R	Sum	R	10.00	9.00	8.00
Crookshank Kobolds	R	Sum	C	1.00	0.60	↓ 0.40
Cyclopean Mummy	B	Sum	C	1.00	0.60	↑ 0.30
D'Avenant Archer	W	Sum	C	1.00	1.00	↑ 0.50
Dakkon Blackblade	Gld	SmL	R	23.00	18.00	↑ 15.00
Darkness	B	Ins	C	1.00	1.00	1.00
Deadfall	G	E	U	4.00	3.00	3.00
Demonic Torment	B	ECr	U	5.00	3.60	↓ 3.00
Devouring Deep	U	Sum	C	1.00	1.00	↑ 0.50
Disharmony	R	Ins	R	10.50	10.00	↑ 7.00
Divine Intervention	W	E	R	11.25	10.25	↑ 8.40
Divine Offering	W	Ins	C	1.00	1.00	↑ 0.50
Divine Transformation	W	ECr	R	13.25	10.50	↑ 6.00
Dream Coat	U	ECr	U	4.00	3.00	3.00
Durkwood Boars	G	Sum	C	1.00	0.90	↑ 0.50
Dwarven Song	R	Ins	U	4.00	3.00	3.00
Elder Land Wurm	W	Sum	R	12.00	10.00	8.50
Elder Spawn	U	Sum	R	10.00	9.00	↑ 8.00
Elven Riders	G	Sum	R	10.25	10.00	9.00
Emerald Dragonfly	G	Sum	C	1.00	0.50	0.30
Enchanting Being	W	Sum	C	1.00	1.00	↑ 0.70
Enchantment Alteration	U	Ins	C	1.50	1.00	0.50
Energy Tap	U	Sor	C	1.00	1.00	↑ 0.50
Equinox	W	EL	C	1.20	1.00	↑ 1.00
Eternal Warrior	R	ECr	U	6.00	4.50	↑ 3.80
Eureka	G	Sor	R	15.00	14.00	↑ 10.50
Evil Eye of Orms...	B	Sum	U	5.00	4.00	3.00
Fallen Angel	B	Sum	U	6.30	6.00	↑ 4.00
Falling Star	R	Sor	R	12.00	10.00	8.50
Feint	R	Ins	C	1.00	1.00	↑ 0.70
Field of Dreams	U	EW	R	10.00	8.30	↑ 8.00
Fire Sprites	G	Sum	C	1.00	1.00	↑ 0.70
Firestorm Phoenix	R	Sum	R	16.50	15.50	↑ 9.80
Flash Counter	U	Int	C	1.00	0.90	↑ 0.40
Flash Flood	U	Ins	C	1.10	1.00	↑ 0.50
Floral Spuzzem	G	Sum	U	4.00	4.00	3.60
Force Spike	U	Int	C	1.10	0.90	↑ 0.50
Forethought Amulet	Be	A	R	12.75	10.00	7.50
Fortified Area	W	E	U	4.00	3.10	↓ 3.00
Frost Giant	R	Sum	U	5.00	4.00	3.50
Gabriel Angelfire	Gld	SmL	R	14.00	11.50	↑ 10.00
Gaseous Form	U	ECr	C	1.00	1.00	↑ 0.70
Gauntlets of Chaos	Be	A	R	13.00	11.00	↑ 10.00
Ghosts of the Damned	B	Sum	C	1.00	0.90	↑ 0.40
Giant Slug	B	Sum	C	1.00	1.00	↑ 0.50
Giant Strength	R	ECr	C	1.00	0.90	↑ 0.40
Giant Turtle	G	Sum	C	1.00	0.90	↑ 0.50
Glyph of Delusion	U	Ins	C	1.00	1.00	↑ 0.40
Glyph of Destruction	R	Ins	C	1.00	1.00	↑ 0.40
Glyph of Doom	B	Ins	C	1.00	1.00	↑ 0.40
Glyph of Life	W	Ins	C	1.00	1.00	↑ 0.40
Glyph of Reincarnation	G	Ins	C	1.00	0.90	↑ 0.40
Gosta Dirk	Gld	SmL	R	10.00	10.00	8.00
Gravity Sphere	R	EW	R	16.00	12.00	↑ 10.00
Great Defender	W	Ins	U	4.40	3.90	↑ 3.00
Great Wall	W	E	U	4.00	3.00	3.00
Greater Realm of Pres.	W	E	U	7.10	5.00	↑ 3.80
Greed	B	E	R	10.00	8.30	↑ 7.10
Green Mana Battery	Be	A	U	7.00	6.00	5.00
Gwendlyn Di Corci	Gld	SmL	R	12.00	10.00	9.00
Halfdane	Gld	SmL	R	10.50	10.00	8.50
Hammerheim	Be	LL	U	4.00	3.50	↑ 3.00
Hazezon Tamar	Gld	SmL	R	15.75	12.00	10.50
Headless Horseman	B	Sum	C	1.00	0.90	↑ 0.50
Heaven's Gate	W	Ins	U	4.00	3.00	3.00
Hell Swarm	B	Ins	C	1.00	1.00	↑ 0.50
Hell's Caretaker	B	Sum	R	15.00	12.00	10.00
Hellfire	B	Sor	R	15.00	12.00	10.00
Holy Day	W	Ins	C	1.00	0.80	↑ 0.50
Horn of Deafening	Be	A	R	10.00	9.00	8.00
Hornet Cobra	G	Sum	C	1.00	0.60	↑ 0.50
Horror of Horrors	B	E	U	5.00	4.30	↑ 4.00
Hunding Gjornersen	Gld	SmL	U	6.00	4.50	↓ 4.00
Hyperion Blacksmith	R	Sum	U	4.30	3.80	↑ 3.00
Ichneumon Druid	G	Sum	U	5.00	4.00	3.00
Immolation	R	ECr	C	1.00	0.60	↑ 0.50
Imprison	B	ECr	R	10.00	10.00	8.50
In the Eye of Chaos	U	EW	R	10.50	9.50	↓ 7.90
Indestructible Aura	W	Ins	C	1.00	0.70	↑ 0.40
Infernal Medusa	B	Sum	U	6.00	5.00	4.00
Infinite Authority	W	ECr	R	12.00	9.30	↑ 7.80
Invoke Prejudice	U	E	R	12.75	11.00	↑ 9.80
Ivory Guardians	W	Sum	U	5.00	4.00	3.00
Jacques le Vert	Gld	SmL	R	12.00	10.00	↓ 8.50
Jasmine Boreal	Gld	SmL	U	5.50	4.00	↓ 3.90
Jedit Ojanen	Gld	SmL	U	6.00	5.00	4.00
Jerrard of the Clsd Fist	Gld	SmL	U	6.00	5.00	4.00
Johan	Gld	SmL	R	16.00	15.00	↑ 12.00
Jovial Evil	B	Sor	R	11.50	10.00	7.80
Juxtapose	U	Sor	R	10.00	10.00	7.50
Karakas	Be	LL	U	5.00	3.00	↓ 3.00
Kasimir the Lone Wolf	Gld	SmL	U	6.00	4.00	↓ 3.50
Keepers of the Faith	W	Sum	C	1.00	0.80	↑ 0.50
Kei Takahashi	Gld	SmL	R	12.00	10.00	8.00
Killer Bees	G	Sum	R	20.00	15.00	↑ 12.00
Kismet	W	E	U	7.50	6.00	↑ 5.00
Knowledge Vault	Be	A	R	10.00	9.30	↓ 7.50
Kobold Drill Sergeant	R	Sum	U	5.90	5.00	4.40
Kobold Overlord	R	Sum	R	13.00	10.00	9.00
Kobold Taskmaster	R	Sum	U	6.00	4.00	↓ 4.00
Kobolds of Kher Keep	R	Sum	C	1.00	0.70	↓ 0.40
Kry Shield	Be	A	U	4.00	3.00	3.00
Lady Caleria	Gld	SmL	R	12.00	10.00	8.00
Lady Evangela	Gld	SmL	R	11.00	9.00	↓ 8.00
Lady Orca	Gld	SmL	U	6.00	5.00	4.00
Land Equilibrium	U	E	R	10.00	10.00	7.40
Land Tax	W	E	U	6.00	5.00	4.00
Land's Edge	R	EW	R	12.50	10.00	7.60
Lesser Werewolf	B	Sum	U	5.30	4.50	↓ 3.90
Life Chisel	Be	A	U	5.00	4.00	3.50
Life Matrix	Be	A	R	12.00	10.00	8.80
Lifeblood	W	E	R	11.00	8.80	↓ 7.50
Living Plane	G	EW	R	12.00	10.00	10.00
Livonya Silone	Gld	SmL	R	12.00	10.00	9.00
Lord Magnus	Gld	SmL	U	6.00	5.00	↓ 4.00
Lost Soul	B	Sum	C	1.00	0.60	↓ 0.30
Mana Drain	U	Int	U	7.30	5.00	3.90
Mana Matrix	Be	A	R	12.00	10.00	8.00
Marble Priest	Be	ACr	U	4.40	4.00	3.50
Marhault Elsdragon	Gld	SmL	U	6.00	6.00	4.00
Master of the Hunt	G	Sum	R	19.50	17.00	↑ 13.50
Mirror Universe	Be	A	R	30.00	24.00	↑ 19.25
Moat	W	E	R	16.00	14.00	↑ 12.00
Mold Demon	B	Sum	R	10.00	10.00	↑ 8.50
Moss Monster	G	Sum	C	1.00	0.60	↑ 0.50
Mountain Stronghold	Be	L	U	3.00	3.00	3.00
Mountain Yeti	R	Sum	U	5.30	4.10	↑ 3.90
Nebuchadnezzar	Gld	SmL	R	15.00	14.50	↑ 11.25
Nether Void	B	EW	R	14.00	9.50	↑ 8.60
Nicol Bolas	Gld	SmL	R	25.00	25.00	↑ 21.00
North Star	Be	A	R	15.00	12.50	↑ 10.00
Nova Pentacle	Be	A	R	12.75	10.00	↑ 7.60
Osai Vultures	W	Sum	C	1.00	1.00	↑ 0.50
Palladia-Mors	Gld	SmL	R	24.75	22.75	↑ 20.00
Part Water	U	Sor	U	4.00	3.40	↑ 3.00
Pavel Maliki	Gld	SmL	U	6.00	4.00	↓ 4.00
Pendelhaven	Be	LL	U	4.00	3.50	3.00
Petra Sphinx	W	Sum	R	11.00	10.00	8.00
Pit Scorpion	B	Sum	C	1.00	1.00	↑ 0.80
Pixie Queen	G	Sum	R	11.25	9.50	↓ 6.80
Planar Gate	Be	A	R	12.75	10.75	↑ 8.00
Pradesh Gypsies	G	Sum	U	4.00	3.80	↑ 3.20
Presence of the Master	W	E	U	6.00	5.00	↑ 4.40
Primordial Ooze	R	Sum	U	5.00	4.00	3.00
Princess Lucrezia	Gld	SmL	U	6.00	4.00	↓ 4.00
Psionic Entity	U	Sum	R	10.00	8.00	7.00
Psychic Purge	U	Sor	C	1.00	1.00	↑ 0.50
Puppet Master	U	ECr	U	4.30	4.00	3.00
Pyrotechnics	R	Sor	C	1.00	0.80	↑ 0.70
Quagmire	B	E	U	4.00	3.30	↓ 3.00
Quarum Trench Gnomes	R	Sum	R	10.00	9.00	↓ 7.00
Rabid Wombat	G	Sum	U	7.50	7.00	↑ 5.00
Radjan Spirit	G	Sum	U	5.00	4.00	3.00
Raging Bull	R	Sum	C	1.00	0.80	↑ 0.40
Ragnar	Gld	SmL	R	10.25	8.30	↓ 7.00
Ramirez DePietro	Gld	SmL	U	6.00	4.00	↓ 4.00
Ramses Overdark	Gld	SmL	R	13.00	11.50	↓ 8.00
Rapid Fire	W	Ins	R	8.70	8.00	5.80
Rasputin Dreamweaver	Gld	SmL	R	12.00	10.00	9.00
(Ae)rathi Berserker	R	Sum	U	5.00	4.30	↑ 3.00
Rebirth	G	Sor	R	10.00	8.80	↑ 7.90
Recall	U	Sor	R	12.00	12.00	↑ 8.00
Red Mana Battery	Be	A	U	7.00	6.00	5.00
Reincarnation	G	Ins	U	4.00	4.00	3.50
Relic Barrier	Be	A	U	4.00	3.30	↓ 3.00
Relic Bind	U	EArt	U	4.00	4.00	↑ 3.00
Remove Enchantments	W	Ins	C	1.00	1.00	↑ 0.50
Remove Soul	U	Int	C	1.00	0.70	↑ 0.50
Reset	U	Int	U	5.30	5.00	↑ 4.00
Revelation	G	EW	R	10.25	8.80	↑ 7.90
Reverberation	U	Ins	R	10.50	10.00	8.00
Righteous Avengers	W	Sum	U	5.00	4.00	3.50
Ring of Immortals	Be	A	R	12.00	9.00	↓ 7.50
Riven Turnbull	Gld	SmL	U	6.00	4.30	↓ 4.00
Rohgahh of Kher Keep	Gld	SmL	R	14.00	12.00	10.00
Rubinia Soulsinger	Gld	SmL	R	18.00	13.50	↑ 9.80
Rust	G	Int	C	1.00	0.50	0.40
Sea King's Blessing	U	Ins	U	4.00	3.00	3.00
Seafarer's Quay	Be	L	U	3.00	3.00	3.00
Seeker	W	ECr	U	4.60	4.00	3.40
Segovian Leviathan	U	Sum	U	4.00	3.00	↓ 3.00
Sentinel	Be	ACr	R	10.00	9.00	7.50
Serpent Generator	Be	A	R	15.00	15.00	↑ 13.50
Shelkin Brownie	G	Sum	C	1.00	0.90	↑ 0.50
Shield Wall	W	Ins	U	4.00	3.40	↑ 3.00
Shimian Night Stalker	B	Sum	U	6.00	5.00	↑ 4.00
Silhouette	U	Ins	U	4.00	3.00	3.00
Sir Shandlar of Eberyn	Gld	SmL	U	6.00	4.30	↓ 4.00
Sivitri Scarzam	Gld	SmL	U	6.00	4.50	↓ 4.00
Sol'kanar the Swmp Kng	Gld	SmL	R	20.00	17.00	↑ 11.00
Spectral Cloak	U	ECr	U	5.40	4.50	↑ 3.80
Spinal Villian	R	Sum	R	15.00	12.00	9.00
Spirit Link	W	ECr	U	10.00	6.00	↑ 5.00
Spirit Shackle	B	ECr	C	1.00	1.00	↑ 0.90
Spiritual Sanctuary	W	E	R	10.00	9.30	↑ 7.00
Stangg	Gld	SmL	R	12.00	10.00	9.00
Storm Seeker	G	Ins	U	8.00	7.00	↑ 5.10
Storm World	R	EW	R	10.00	10.00	↑ 7.80
Subdue	G	Ins	C	1.00	0.80	↑ 0.50
Sunastian Falconer	Gld	SmL	U	5.50	5.00	↓ 4.00
Sword of the Ages	Be	A	R	20.00	17.00	↑ 12.25
Sylvan Library	G	E	U	6.00	5.00	↑ 4.40
Sylvan Paradise	G	Ins	U	4.00	4.00	3.40
Syphon Soul	B	Sor	C	1.00	1.00	↑ 0.80
Takklemaggot	B	ECr	U	4.00	4.00	↑ 3.00
Telekinesis	U	Ins	R	10.00	8.50	↓ 7.00
Teleport	U	Ins	R	10.00	9.00	↓ 8.00
Tempest Efreet	R	Sum	R	10.00	8.50	↑ 7.50
Tetsuo Umezawa	Gld	SmL	R	15.00	12.50	↑ 12.00
The Abyss	B	EW	R	15.00	12.00	↑ 10.00
The Brute	R	ECr	C	1.00	1.00	↑ 0.50
The Lady of the Mntn	Gld	SmL	U	6.00	4.50	↓ 4.00
The Tab. at Pndrel Vale	Be	LL	R	15.00	12.00	↑ 10.00
The Wretched	B	Sum	R	23.75	18.00	↑ 13.25
Thunder Spirit	W	Sum	R	15.75	13.00	↑ 10.50
Time Elemental	U	Sum	R	18.50	12.25	↑ 11.50
Tobias Andrion	Gld	SmL	U	6.00	4.00	↓ 3.80
Tolaria	Be	LL	U	4.00	4.00	↑ 3.00
Tor Wauki	Gld	SmL	U	6.00	5.00	↓ 5.00
Torsten Von Ursus	Gld	SmL	U	6.00	4.00	↓ 4.00
Touch of Darkness	B	Ins	U	4.00	4.00	↑ 3.40
Transmutation	B	Ins	C	1.00	1.00	0.70
Triassic Egg	Be	A	R	10.00	10.00	8.00

ILLUSTRATIONS: L/R: QUINTON HOOVER & ANSON MADDOCKS

LEGENDS PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Underworld Dreams	B	E	U	9.00	8.00	7.00
Unholy Citadel	Bc	L	U	3.00	3.00	3.00
Untamed Wilds	G	Sor	U	4.60	4.00	3.20
Ur-Drago	Gld	SmL	R	12.00	10.00	8.00
Urborg	Bc	LL	U	4.00	3.00	3.00
Vaevictis Asmadi	Gld	SmL	R	24.75	23.00	20.00
Vampire Bats	B	Sum	C	1.00	0.60	0.40
Venarian Gold	U	ECr	C	1.00	1.00	0.50
Visions	W	Sor	U	5.00	4.00	3.40
Voodoo Doll	Bc	A	R	10.00	9.50	8.00
Walking Dead	B	Sum	C	1.00	0.60	0.40
Wall of Caltrops	W	Sum	C	1.00	1.00	0.50
Wall of Dust	R	Sum	U	4.00	3.00	2.80
Wall of Earth	R	Sum	C	1.00	0.90	0.60
Wall of Heat	R	Sum	C	1.00	1.00	1.00
Wall of Light	W	Sum	U	4.00	4.00	3.30
Wall of Opposition	R	Sum	R	10.25	9.30	7.30
Wall of Putrid Flesh	B	Sum	U	4.50	4.00	3.00
Wall of Shadows	B	Sum	C	1.00	1.00	1.00
Wall of Tombstones	B	Sum	U	4.10	4.00	3.90
Wall of Vapor	U	Sum	C	1.00	0.80	0.40
Wall of Wonder	U	Sum	U	4.10	4.00	4.00
Whirling Dervish	G	Sum	U	6.10	6.00	4.80
White Mana Battery	Bc	A	U	6.60	6.00	5.80
Willow Satyr	G	Sum	R	12.00	10.00	8.60
Winds of Change	R	Sor	U	5.30	4.00	3.80
Winter Blast	G	Sor	R	11.75	10.00	7.80
Wolverine Pack	G	Sum	C	1.00	0.70	0.50
Wood Elemental	G	Sum	R	10.00	8.00	7.40
Xira Arien	Gld	SmL	R	12.00	10.00	9.80
Zephyr Falcon	U	Sum	C	1.00	1.00	0.60
				2276.60	1932.10	1586.95

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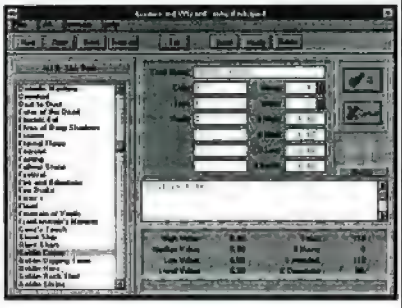

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THE DARK PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Amnesia	U	Sor	U	4.00	4.00	3.40
Angry Mob	W	Sum	U	6.50	4.30	3.00
Apprentice Wizard	U	Sum	R	5.30	5.00	4.80
Ashes to Ashes	B	Sor	C	1.00	0.50	0.30
Ball Lightning	R	Sum	R	10.00	8.00	8.00
Banshee	B	Sum	U	4.00	3.00	3.00
Barl's Cage	A	Art	R	6.00	6.00	4.80
Blood Moon	R	E	R	8.00	8.00	7.00
Blood of the Martyr	W	Ins	U	4.00	3.00	2.00
Bog Imp	B	Sum	C	1.00	0.50	0.30
Bog Rats	B	Sum	C	1.00	0.60	0.30
Bone Flute	A	Art	U	3.60	2.50	2.00
Book of Rass	A	Art	U	3.60	2.50	2.00
BrainWash	W	E	C	1.00	0.50	0.30
Brothers of Fire	R	Sum	U	4.00	3.00	2.00
Carnivorous Plant	G	Sum	C	1.00	0.50	0.30
Cave People	R	Sum	U	3.60	3.00	2.00
City of Shadows	L	L	R	7.00	5.00	4.50
Cleansing	W	Sor	R	6.30	6.00	6.00
Coal Golem	A	Art	U	4.00	3.30	2.00
Curse Artifact	B	E	U	3.00	2.00	1.30
Dance of Many	U	E	R	6.80	6.00	5.00
Dark Heart of the Wood	Gld	Sum	C	1.00	0.50	0.30
Dark Sphere	A	Art	U	4.00	4.00	2.80
Deep Water	U	E	C	1.00	0.50	0.30
Diabolic Machine	A	Art	U	4.00	3.00	3.00
Drowned	U	Sum	C	1.00	0.50	0.30
Dust to Dust	W	Sor	C	1.00	0.50	0.30
Eater of the Dead	B	Sum	U	4.30	4.00	3.80
Electric Eel	U	Sum	U	3.00	2.00	2.00
Elves of Deep Shadows	G	Sum	U	3.00	2.50	1.90
Erosion	U	E	C	1.10	0.50	0.30
Eternal Flame	R	Sor	R	7.00	5.00	5.00
Exorcist	W	Sum	R	9.00	8.00	6.00
Fasting	W	E	U	4.00	2.30	2.00
Fellwar Stone	A	Art	U	4.30	4.00	3.80
Festival	W	Ins	C	1.00	0.50	0.30
Fire and Brimstone	W	Ins	U	3.00	2.00	2.00
Fire Drake	R	Sum	U	3.60	3.00	2.00
Fissure	R	Ins	C	1.00	0.50	0.30
Flood	U	E	U	3.00	3.00	2.00
Fountain of Youth	A	Art	U	5.00	4.00	2.80
Frankenstein's Monster	B	Sum	R	10.00	8.00	8.00
Gaea's Touch	G	E	C	1.00	0.50	0.30
Ghost Ship	U	Sum	C	1.00	0.50	0.40
Giant Shark	U	Sum	C	1.00	0.50	0.30
Goblin Caves	R	E	C	1.00	0.50	0.30
Goblin Digging Team	R	Sum	C	1.00	0.60	0.40
Goblin Hero	R	Sum	C	1.00	0.50	0.30
Goblin Rock Sled	R	Sum	C	1.00	0.50	0.40
Goblin Shrine	R	E	C	1.00	0.50	0.30
Goblin Wizard	R	Sum	R	7.00	6.00	5.80
Goblins of the Flarg	R	Sum	C	1.00	0.50	0.30
Grave Robbers	B	Sum	R	7.00	6.00	4.80
Hidden Path	G	E	R	6.90	5.00	4.30
Holy Light	W	Ins	C	1.00	0.50	0.30
Inferno	R	Ins	R	6.50	6.00	5.30
Inquisition	B	Sor	C	1.00	0.50	0.30
Knights of Thorn	W	Sum	R	6.30	6.00	6.00
Land Leeches	G	Sum	C	1.00	0.50	0.30
Leviathan	U	Sum	R	10.25	9.50	8.00
Living Armor	A	Art	U	4.00	4.00	2.80
Lurker	G	Sum	R	5.60	5.00	4.00
Mana Clash	R	Sor	R	5.50	5.00	4.30
Mana Vortex	U	E	R	6.00	6.00	4.80
Marsh Gas	B	Ins	C	1.00	0.50	0.30
Marsh Goblins	Gld	Sum	C	1.00	0.50	0.30
Marsh Viper	G	Sum	C	1.00	0.60	0.40
Martyr's Cry	W	Sor	R	6.00	5.00	4.00
Maze of Ith	L	L	U	5.00	5.00	4.50
Merfolk Assassin	U	Sum	U	4.50	4.00	4.00
Mind Bomb	U	Sor	R	5.00	5.00	5.00
Miracle Worker	W	Sum	C	1.00	0.50	0.30
Morale	W	Ins	C	1.00	0.50	0.30
Murk Dwellers	B	Sum	C	1.00	0.50	0.30
Nameless Race	B	Sum	R	7.30	6.00	5.80
Necropolis	A	Art	U	4.00	3.00	2.00
Niall Silvain	G	Sum	R	6.00	5.50	5.00
Orc General	R	Sum	U	4.50	3.50	2.50
People of the Woods	G	Sum	U	4.50	4.00	2.00
Pikemen	W	Sum	C	1.00	0.70	0.40
Preacher	W	Sum	R	10.00	8.00	8.00
Psychic Allergy	U	E	R	6.30	5.50	5.00
Rag Man	B	Sum	R	8.00	6.80	5.00
Reflecting Mirror	A	Art	U	5.00	4.50	3.40
Riptide	U	Ins	C	1.00	0.50	0.30
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Season of the Witch	B	E	R	7.00	6.00	5.00
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Splitting Slug	G	Sum	U	4.00	2.00	1.00
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Stone Calendar	A	Art	R	6.00	5.50	5.00
Sunken City	U	E	C	1.00	0.80	0.40
Tangle Kelp	U	E	U	3.30	2.30	1.00
The Fallen	B	Sum	U	4.50	3.00	3.00
Tivadar's Crusade	W	Sor	U	4.00	3.00	2.40
Tormod's Crypt	A	Art	U	4.00	3.00	2.30
Tower of Coirall	A	Art	U	4.00	2.50	2.00
Tracker	G	Sum	R	7.30	6.80	5.80
Uncle Istvan	B	Sum	U	5.00	4.50	4.00
Venom	G	E	C	1.00	0.50	0.40
Wand of Ith	A	Art	U	4.50	3.00	2.50
War Barge	A	Art	U	4.00	4.00	3.00
Water Wurm	U	Sum	C	1.00	0.50	0.30
Whippoorwill	G	Sum	U	4.00	3.00	2.30
Witch Hunter	W	Sum	R	7.00	7.00	7.00
Word of Binding	B	Sor	C	1.00	0.50	0.40
Worms of the Earth	B	E	R	7.00	6.00	5.00
Wormwood Treefolk	G	Sum	R	6.10	5.00	4.30
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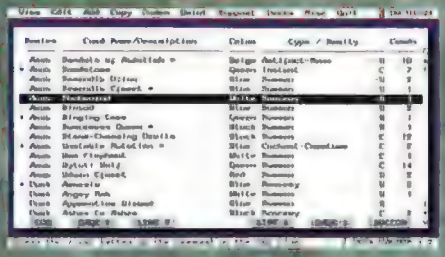

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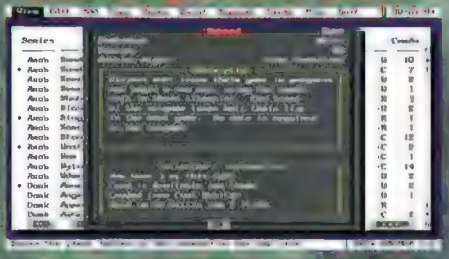

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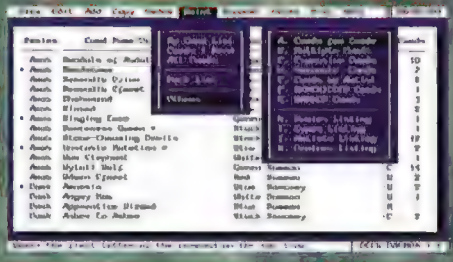

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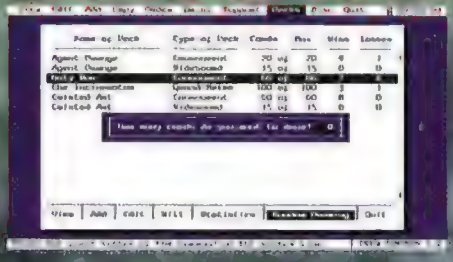

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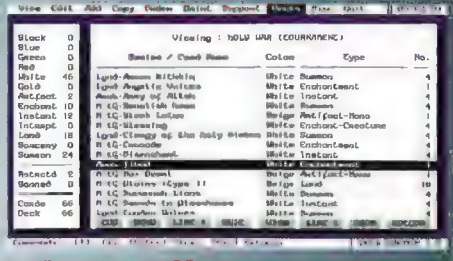

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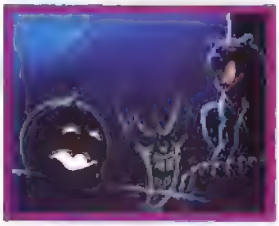
FALLEN EMPIRES PRICE GUIDE

Card Name	Color	Type	Rarity	Upper	Median	Lower
Aeolipile	Be	U1		4.30	3.00	1.70
Armor Thrull (a)	B	C1		0.90	0.50	0.40
Armor Thrull (b)	B	C1		0.90	0.50	0.40
Armor Thrull (c)	B	C1		0.90	0.50	0.40
Armor Thrull (d)	B	C1		0.90	0.50	0.40
Balm of Restoration	Be	U1		4.30	3.00	1.40
Basal Thrull (a)	B	C1		1.00	0.50	0.40
Basal Thrull (b)	B	C1		1.00	0.50	0.40
Basal Thrull (c)	B	C1		1.00	0.50	0.40
Basal Thrull (d)	B	C1		1.00	0.50	0.40
Bottomless Vault	L	U1		5.00	3.50	2.00
Brassclaw Orcs (a)	R	C1		0.70	0.50	0.40
Brassclaw Orcs (b)	R	C1		0.70	0.50	0.40
Brassclaw Orcs (c)	R	C1		0.70	0.50	0.40
Brassclaw Orcs (d)	R	C1		0.70	0.50	0.40
Breeding Pit	B	U3		3.00	2.00	1.80
Combat Medic (a)	W	C1		1.00	0.50	0.50
Combat Medic (b)	W	C1		1.00	0.50	0.50
Combat Medic (c)	W	C1		1.00	0.50	0.50
Combat Medic (d)	W	C1		1.00	0.50	0.50
Conch Horn	Be	U1		4.30	2.50	1.80
Deep Spawn	U	U3		3.30	2.00	1.00
Delif's Cone	Be	C1		2.50	2.00	1.50
Delif's Cube	Be	U1		4.50	4.00	2.10
Derelor	B	U1		4.30	3.00	1.50
Draconian Cylix	Be	U1		4.50	3.00	2.00
Dwarven Armorer	R	U1		4.50	3.00	1.60
Dwarven Catapult	R	U3		3.50	3.00	1.00
Dwarven Hold	L	U1		4.50	4.00	2.00
Dwarven Lieutenant	R	U3		2.50	1.00	0.50
Dwarven Ruins	L	U2		2.50	2.00	1.80
Dwarven Soldier (a)	R	C1		0.90	0.50	0.40
Dwarven Soldier (b)	R	C1		0.90	0.50	0.40
Dwarven Soldier (c)	R	C1		0.90	0.50	0.40
Ebon Praetor	B	U1		5.80	4.50	3.40
Ebon Stronghold	L	U2		2.50	2.00	2.00
Elven Fortress (a)	G	C1		0.90	0.50	0.40
Elven Fortress (b)	G	C1		0.90	0.50	0.40
Elven Fortress (c)	G	C1		0.90	0.50	0.40
Elven Fortress (d)	G	C1		0.90	0.50	0.40
Elven Lyre	Be	U1		3.80	3.00	2.50
Elvish Farmer	G	U1		5.00	4.00	3.30
Elvish Hunter (a)	G	C1		1.10	0.50	0.50
Elvish Hunter (b)	G	C1		1.10	0.50	0.50
Elvish Hunter (c)	G	C1		1.10	0.50	0.50
Elvish Scout (a)	G	C1		0.90	0.50	0.50
Elvish Scout (b)	G	C1		0.90	0.50	0.50
Elvish Scout (c)	G	C1		0.90	0.50	0.50
Farrel's Mantle	W	U3		2.50	1.00	0.70
Farrel's Zealot (a)	W	C1		1.10	0.50	0.50
Farrel's Zealot (b)	W	C1		1.10	0.50	0.50
Farrel's Zealot (c)	W	C1		1.10	0.50	0.50
Farrelite Priest	W	U3		2.30	1.30	0.70
Feral Thallid	G	U3		3.30	1.80	1.00
Fungal Bloom	G	U1		5.50	4.00	2.80
Goblin Chirurgeon (a)	R	C1		0.90	0.50	0.50
Goblin Chirurgeon (b)	R	C1		0.90	0.50	0.50
Goblin Chirurgeon (c)	R	C1		0.90	0.50	0.50
Goblin Flotilla	R	U1		4.50	2.30	1.80
Goblin Grenade (a)	R	C1		0.90	0.80	0.60
Goblin Grenade (b)	R	C1		0.90	0.80	0.60
Goblin Grenade (c)	R	C1		0.90	0.80	0.60
Goblin Kites	R	U3		2.30	1.30	0.50
Goblin War Drums (a)	R	C1		1.00	0.50	0.50
Goblin War Drums (b)	R	C1		1.00	0.50	0.50
Goblin War Drums (c)	R	C1		1.00	0.50	0.50
Goblin War Drums (d)	R	C1		1.00	0.50	0.50
Goblin Warrens	R	U1		3.50	2.00	1.30
Hand of Justice	W	U1		5.50	4.00	3.80
Havenwood Battleground	L	U2		3.50	3.00	2.00
Heroism	W	U3		2.00	1.00	0.70
High Tide (a)	U	C1		0.80	0.50	0.50
High Tide (b)	U	C1		0.80	0.50	0.50
High Tide (c)	U	C1		0.80	0.50	0.50
Hollow Trees	L	U1		4.30	3.00	1.80
Homarid (a)	U	C1		1.00	0.80	0.50
Homarid (b)	U	C1		0.90	0.50	0.40
Homarid (c)	U	C1		0.90	0.50	0.40
Homarid (d)	U	C1		0.90	0.50	0.40
Homarid Shaman	U	C1		3.50	1.50	0.80
Homarid Spawning Bed	U	U3		2.80	1.80	1.10
Homarid Warrior (a)	U	C1		1.10	0.60	0.50
Homarid Warrior (b)	U	C1		1.10	0.60	0.50
Homarid Warrior (c)	U	C1		1.10	0.60	0.50
Hymn to Tourach (a)	B	C1		1.00	0.50	0.40
Hymn to Tourach (b)	B	C1		1.00	0.50	0.40
Hymn to Tourach (c)	B	C1		1.00	0.50	0.40
Hymn to Tourach (d)	B	C1		1.00	0.50	0.40
Icatian Infantry (a)	W	C1		0.80	0.50	0.40
Icatian Infantry (b)	W	C1		0.80	0.50	0.40
Icatian Infantry (c)	W	C1		0.80	0.50	0.40
Icatian Infantry (d)	W	C1		0.80	0.50	0.40
Icatian Javelineers (a)	W	C1		0.90	0.80	0.50
Icatian Javelineers (b)	W	C1		0.90	0.80	0.50
Icatian Javelineers(c)	W	C1		0.90	0.80	0.50
Icatian Lieutenant	R	U1		3.50	3.00	1.50
Icatian Moneychanger (a)	W	C1		0.90	0.50	0.50
Icatian Moneychanger (b)	W	C1		0.90	0.50	0.50
Icatian Moneychanger (c)	W	C1		0.90	0.50	0.50
Icatian Phalanx	W	U3		2.50	1.00	0.70
Icatian Priest	W	U3		2.50	1.00	0.60
Icatian Scout (a)	W	C1		0.80	0.60	0.50
Icatian Scout (b)	W	C1		0.80	0.60	0.50
Icatian Scout (c)	W	C1		0.80	0.60	0.50
Icatian Scout (d)	W	C1		0.80	0.60	0.50
Icatian Skirmishes	W	U1		5.50	4.00	2.90
Icatian Store	W	C1		4.80	4.00	3.00
Icatian Town	W	U1		4.80	4.00	3.40
Implements of Sacrifice	Be	U1		4.30	3.30	2.80
Initiates of the Ebon Hand (a)	B	C1		0.90	0.50	0.50
Initiates of the Ebon Hand (b)	B	C1		0.90	0.50	0.50
Initiates of the Ebon Hand (c)	B	C1		0.90	0.50	0.50
Merseine (a)	U	C1		1.10	0.50	0.40
Merseine (b)	U	C1		1.10	0.50	0.40
Merseine (c)	U	C1		1.10	0.50	0.40
Merseine (d)	U	C1		1.10	0.50	0.40
Mindstab Thrull (a)	B	C1		0.90	0.50	0.40
Mindstab Thrull (b)	B	C1		0.90	0.50	0.40
Mindstab Thrull (c)	B	C1		0.90	0.50	0.40
Necrite (a)	B	C1		1.00	0.50	0.50
Necrite (b)	B	C1		1.00	0.50	0.50
Necrite (c)	B	C1		1.00	0.50	0.50
Night Soil (a)	G	C1		1.10	0.50	0.50
Night Soil (b)	G	C1		1.10	0.50	0.50
Night Soil (c)	G	C1		1.10	0.50	0.50
Orcish Captain	R	U3		2.00	1.00	0.50
Orcish Spy (a)	R	C1		0.80	0.50	0.50
Orcish Spy (b)	R	C1		0.80	0.50	0.50
Orcish Spy (c)	R	C1		0.80	0.50	0.50
Orcish Veteran (a)	R	C1		0.60	0.50	0.40
Orcish Veteran (b)	R	C1		0.60	0.50	0.40
Orcish Veteran (c)	R	C1		0.60	0.50	0.40
Orcish Veteran (d)	R	C1		0.60	0.50	0.40
Order of Leitbur (a)	W	C1		1.10	0.50	0.50
Order of Leitbur (b)	W	C1		1.10	0.50	0.50
Order of Leitbur (c)	W	C1		1.10	0.50	0.50
Order of the Ebon Hand (a)	B	C1		1.30	0.90	0.50
Order of the Ebon Hand (b)	B	C1		1.30	0.90	0.50
Order of the Ebon Hand (c)	B	C1		1.30	0.90	0.50
Orgg	R	U1		4.00	3.00	2.00
Raiding Party	R	U3		3.50	2.00	1.00
Rainbow Vale	L	U1		4.50	3.00	2.30
Ring of Renewal	Be	U1		4.30	3.50	2.40
River Merfolk	U	U1		4.50	4.00	4.00
Ruins of Trokair	L	U2		2.50	2.00	1.90
Sand Silos	L	U1		4.50	4.00	2.50
Seasinger	U	U3		3.60	2.50	1.80
Soul Exchange	B	U3		3.00	2.00	1.50
Spirit Shield	Be	U1		5.00	4.00	2.80
Spore Cloud (a)	G	C1		0.80	0.50	0.50
Spore Cloud (b)	G	C1		0.80	0.50	0.50
Spore Cloud (c)	G	C1		0.80	0.50	0.50
Spore Flower	G	U3		2.50	2.00	0.70
Svyelunite Priest	U	U3		2.80	2.00	1.00
Svyelunite Temple	L	U2		2.50	2.00	1.80
Thallid (a)	G	C1		1.20	0.50	0.50
Thallid (b)	G	C1		1.20	0.50	0.50
Thallid (c)	G	C1		1.20	0.50	0.50
Thallid (d)	G	C1		1.20	0.50	0.50
Thallid Devourer	G	U3		2.80	2.00	0.80
Thelon's Chant	G	U3		2.50	2.00	0.80
Thelon's Curse	G	U1		5.00	4.00	2.50
Thelonite Druid	G	U3		3.50	2.50	1.40
Thelonite Monk	G	U1		4.80	3.00	2.00
Thorn Thallid (a)	G	C1		0.90	0.50	0.40
Thorn Thallid (b)	G	C1		0.90	0.50	0.40
Thorn Thallid (c)	G	C1		0.90	0.50	0.40
Thorn Thallid (d)	G	C1		0.90	0.50	0.40
Thrull Champion	B	U1		5.50	4.00	3.80
Thrull Retainer	B	U3		2.50	1.50	1.00
Thrull Wizards	B	U3		2.50	1.30	0.80
Tidal Flats (a)	U	C1		0.90	0.50	0.40
Tidal Flats (b)	U	C1		0.90	0.50	0.40
Tidal Flats (c)	U	C1		0.90	0.50	0.40
Tidal Influence	U	U3		2.00	1.00	0.50
Tourach's Chant	B	U3		2.00	2.00	0.90
Tourach's Gate	B	U1		4.50	3.50	2.50
Vodalian Knights	U	U1		5.30	4.00	3.00
Vodalian Mage (a)	U	C1		0.90	0.50	0.50
Vodalian Mage (b)	U	C1		0.90	0.50	0.50
Vodalian Mage (c)	U	C1		0.90	0.50	0.50
Vodalian Soldiers (a)	U	C1		0.90	0.50	0.40
Vodalian Soldiers (b)	U	C1		0.90	0.50	0.40
Vodalian Soldiers (c)	U	C1		0.90	0.50	0.40
Vodalian Soldiers (d)	U	C1		0.90	0.50	0.40
Vodalian War Machine	U	U1		5.00	4.00	3.10
Zelyon Sword	Be	U1		4.30	4.50	4.80
				361.90	243.10	178.00



SETS & BOXES PRICE GUIDE

Type	Upper	Median	Lower
ALPHA STARTERS-BOX	1100.00	1000.00	675.00
ALPHA STARTER	115.00	100.00	67.50
ALPHA BOOSTERS-BOX	1800.00	1440.00	950.00
ALPHA BOOSTERS	57.50	50.00	35.75
BETA STARTERS-BOX	850.00	750.00	425.00
BETA STARTER	100.00	82.50	46.25
BETA BOOSTERS-BOX	1700.00	1200.00	725.00
BETA BOOSTER	50.00	35.00	22.50
UNLIMITED STARTERS-BOX	550.00	500.00	250.00
UNLIMITED STARTER	60.00	50.00	25.00
UNLIMITED BOOSTERS-BOX	990.00	800.00	535.00
UNLIMITED BOOSTER	32.50	25.00	16.00
REVISED STARTERS-BOX	80.00	79.50	75.00
REVISED STARTERS	7.95	7.95	7.61
REVISED BOOSTERS-BOX	88.15	88.00	85.50
REVISED BOOSTER	2.45	2.45	2.45
COLLECTOR'S SET (DOMESTIC)	210.00	150.00	109.38
COLLECTOR'S SET (INTERNATNL)	312.50	275.00	140.00
COLLECTOR'S SET (DOM.OPENED)	157.50	100.00	87.50
COLLECTOR'S SET (INTNL OPENED)	262.50	175.00	90.00
ANTIQUITIES-BOX	780.00	700.00	600.00
ANTIQUITIES-BOOSTER	15.00	12.00	9.50
ARABIAN NIGHTS-BOX	2300.00	2000.00	1450.00
ARABIAN NIGHTS BOOSTER	40.00	36.50	27.50
LEGENDS-BOX	742.50	700.00	658.75
LEGENDS-BOOSTER	23.00	21.00	17.50
THE DARK-BOX	223.75	200.00	156.75
THE DARK-BOOSTER	4.00	3.00	2.63
JYHAD STARTERS-BOX	90.00	89.50	84.38
JYHAD STARTER	8.95	8.95	8.95
JYHAD-BOOSTERS-BOX	99.00	99.00	94.38
JYHAD-BOOSTER	2.75	2.75	2.75
SELLFIRE STARTERS-BOX	54.00	53.70	47.50
SELLFIRE STARTER	8.95	8.95	8.95
SPELLFIRE BOOSTERS-BOX	90.00	90.00	74.44
SPELLFIRE BOOSTER	2.50	2.50	2.50
SPELLFIRE RAVENLOFT-BOX	67.50	45.00	22.50
SPELLFIRE RAVENLOFT-BOOSTER	1.88	1.25	0.63
SPELLFIRE DRAGONLANCE-BOX	67.50	45.00	22.50
SPELLFIRE DRGNLNCE-BOOSTER	33.75	22.50	11.25
ALPHA SET	2150.00	2100.00	2050.00
BETA SET	1562.50	1375.00	1187.50
UNLIMITED SET	1300.00	1100.00	1100.00
REVISED SET	340.00	300.00	150.00
ARABIAN NIGHTS SET	600.00	525.00	425.00
ANTIQUITIES SET	350.00	300.00	262.50
LEGENDS SET	1350.00	1150.00	1100.00
THE DARK SET	212.50	200.00	175.00
JYHAD SET	281.25	262.50	243.75
SELLFIRE LIMITED SET	81.25	77.50	73.75
SELLFIRE UNLIMITED SET	70.00	70.00	70.00
SPELLFIRE RAVENLOFT SET	81.00	81.00	81.00
STAR TREK: TNG SET	1600.00	1600.00	1600.00
GALACTIC EMPIRES ALPHA SET	250.00	200.00	150.00
GALACTIC EMPIRES BETA SET	80.00	80.00	80.00

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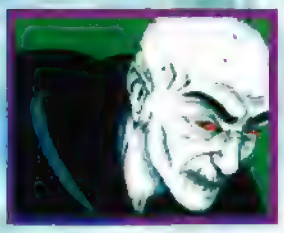

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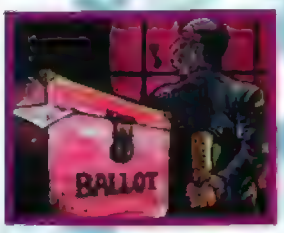
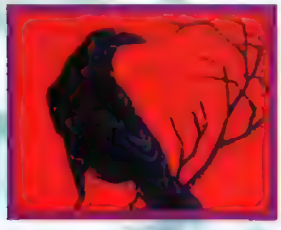


Card Name	Type	Skill	Rarity	Clan	Upper	Median		Lower
.44 Magnum	Eq	2	C2	Mi	0.40	0.30	↑	0.30
Aaron's Feeding Razor	Eq	1	R4	Mi	6.30	5.00		4.00
Academic Hunting Grnds	Uq loc	TR,2	U3	Ma	3.50	3.00	↑	1.50
Aching Beauty		TO,2	U2	Ma	2.50	2.00		0.80
Acrobatics	Co	ce,1	C4	Mi	0.40	0.30	↑	0.30
Adrianne	V	po,ps,ce,au,6	V	To	0.80	0.50		0.50
Agrippina	V	po,OB,4	V	No	0.50	0.50		0.40
Aid from Bats	Co	an	C1	Mi	0.40	0.30	↑	0.30
Al's Army Apparatus	UqLoc	BR	R1,2	Ma	5.00	5.00	↑	3.00
Alcph	V	do,AU,4	V	Mal	0.50	0.50		0.40
Amaranth	Co		U2	Mi	1.90	0.80	↑	0.80
Anarch Revolt			U3	Ma	2.00	1.00		0.80
Anarch Troublemaker	Uq		R3	Ma	4.30	3.50	↑	3.30
Anastasia Grey	V	pt,an,3	V	Ga	0.50	0.50		0.40
Ancient Influence	PoA		C4	Mi	0.40	0.30	↑	0.30
Ancilla Empowerment	PoA		C3	Mi	0.40	0.30	↑	0.30
Andreas - Bard of Crete	V	pt,do,PS,CE,AU,9Pr	V	To	1.10	0.80	↑	0.60
Angel	V	ce,2	V	Br	0.50	0.50		0.40
Angus - The Unruled	V	cef,po,fo,PT,AN,10J	V	Ga	0.90	0.80	↑	0.60
Animalism	Sk		C1	Ma	0.40	0.30	↑	0.30
Anneke	V	do,PS,CE,AU,10J	V	To	1.20	0.90	↑	0.60
Anson	V	do,au,PR,CE,8Pr	V	To	1.40	0.80	↑	0.60
Anvil	V	th,do,ps,PO,CE,6Prm	V	Br	0.80	0.60	↓	0.50
Appolonius	V	fo,po,PS,CE,10Prm	V	Br	0.90	0.80	↑	0.60
Arcane Library	UqLoc	TR,2	R3	Ma	6.00	5.00	↑	4.50
Archon	PoA	Pr/J	V	Mi	2.00	1.00		0.80
Arms Dealer	Al	BR	U3	Mi	2.00	1.00		1.00
Army of Rats	Ac	an	C3	Mi	0.50	0.50		0.30
Arson	Ac		C2	Mi	0.40	0.30	↑	0.30
Art Museum	UqLoc	Tor,2	R1	Ma	5.00	5.00	↑	4.50
Ascendance			C3	Ma	0.50	0.50	↑	0.30
Assault Rifle	Eq	5	U4	Mi	1.00	1.00		0.90
Astrid Thomas	V	po,au,DO,TH,7Prm	V	Tr	1.40	0.80	↑	0.60
Asylum Hunting Ground	UqLoc	MA,2	U1	Ma	3.50	3.00	↑	1.50
Aura Reading	Co	au	U3,4	Mi	2.00	1.00		0.60
Auspex	Sk		C2	Ma	0.40	0.40	↑	0.30
Autarkis Persecution	PoA		C3	Mi	0.40	0.30	↑	0.30
Backways	UqLoc	GA,2	U4	Ma	2.00	1.00		0.90
Badger	V	an,po,PT,FO,6	V	Ga	0.80	0.50		0.50
Basilia	V	po,ob,PT,FO,AN,10Prm	V	Ga	1.00	0.90	↑	0.60
Bastard Sword	Eq	1	U3,4	Mi	1.00	1.00	↑	0.50
Bear Paw	V	pt,ps,fo,AN,5	V	Ga	0.50	0.50		0.30
Behind You	Co	ddi	R1,2	Mi	5.00	5.00	↑	3.00
Betrayer			R1	Ma	5.00	5.00	↑	3.50
Bewitching Oration	AcM	ps	C4	Mi	0.40	0.30	↑	0.30
Bianca	V	ps,po,CE,6	V	Br	0.80	0.50		0.50
Black Cat	V	ps,po,CE,5	V	Br	0.80	0.50		0.50
Blood Bond	Ac	2	U1	Mi	1.40	0.80	↑	0.50
Blood Doll	Ma		C4	Ma	0.50	0.50	↑	0.30
Blood Fury	Co	th,1	C3	Mi	0.40	0.30	↑	0.30
Blood Puppy	Uq	3	R2	Ma	5.50	5.00	↑	4.00
Blood Rage	Co	ddi	C1	Mi	0.40	0.30	↑	0.30
Bloodhunt	Ac	Pr/Ju	U1	Mi	2.00	2.00		0.80
Blur	Co	ce,1	C1	Mi	0.40	0.30	↑	0.30
Body of Sun	Co	pt,4	R2	Mi	5.00	5.00	↑	4.80
Bomb	Eq	1	U4	Mi	2.30	1.50		1.00
Bonding	AcM	ddi	C1	Mi	0.40	0.30	↑	0.30
Boxed In	Co		C2	Mi	0.40	0.30	↑	0.30
Brainwash			C3	Ma	0.50	0.40	↑	0.30
Brazil	V	au,2	V	Mal	0.50	0.50		0.40
Bribes	AcM		C3	Mi	0.40	0.30	↑	0.30
Brujah Frenzy	oot		U1	Ma	1.50	1.00		0.80
Brujah Justicar	PoA		R4	Mi	5.00	5.00	↑	4.00
Business Pressure	AcM	pre	R3,4	Mi	4.50	4.00	↑	3.50
Bum's Rush	Ac		C1	Mi	0.50	0.50	↓	0.30
Burst of Sunlight	Co	th	R1,3	Mi	5.00	5.00	↑	3.50
Camarilla Exemplary	PoA		C1	Mi	0.40	0.30	↑	0.30
Camille Devereux	V	an,PT,FO,5	V	Ga	0.50	0.50		0.40
Canine Horde	Co	an	C3	Mi	0.40	0.30	↑	0.30
Cardano	V	ce,an,au,FO,DO,TH,9Pr	V	Tr	0.90	0.80	↑	0.50
Cassandra - Magus Prime	V	ce,pr,DO,AU,TH,10Prm	V	Tr	1.50	0.90	↑	0.60
Cat Burglary	Ac	ce	R3	Mi	5.00	5.00	↑	3.50
Cat's Guidance	ReA	an	C3	Mi	0.40	0.30	↑	0.30
Cauldron of Blood	Co	th,1	C3	Mi	0.40	0.30	↑	0.30
Celerity	sk		C1	Ma	0.40	0.40	↑	0.30
Chainsaw	Eq	2	U2,2	Mi	2.00	1.00	↑	0.50
Change of Target	AcM		U2	Mi	1.90	0.80	↑	0.80
Chantry	UqLoc	TR	U4	Ma	3.00	3.00	↑	1.00
Charming Lobby	Ac	ps	U1	Mi	1.50	1.00		0.60
Charnas the Imp	Re	TR,1	R4	Mi	6.00	5.00	↑	4.00
Chester DuBois	V	ob,fo,PO,AN,7Prm	V	No	0.80	0.50	↓	0.50
Claws of the Dead	Co	pt,1	C4	Mi	0.40	0.30	↑	0.30
Cloak the Gathering	AcM	ddi	C1	Mi	0.40	0.30	↑	0.30
Colin Flynn	V	ce,au,3	V	To	0.50	0.50		0.40
Computer Hacking	Ac		C4	Mi	0.40	0.30	↑	0.30
Concealed Weapon	Co	ddi	C3	Mi	0.40	0.30	↑	0.30
Conditioning	AcM	do,1	C4	Mi	0.40	0.30	↑	0.30
Conquer the Beast	Co	an	R2	Mi	5.00	5.00	↑	4.00
Consanguineous Boon	PoA		C3	Mi	0.40	0.30	↑	0.30
Consanguineous Cndmntn	PoA		C1	Mi	0.40	0.30	↑	0.30
Conservative Agitation	PoA		C1	Mi	0.40	0.30	↑	0.30
Courtland Leighton	V	do,fo,ps,4	V	Ven	0.50	0.50		0.40
Crusher	V	fo,PS,PO,CE,9Prm	V	Br	0.90	0.80	↑	0.60
Cryptic Mission	Ac	th	C1	Mi	0.40	0.30	↑	0.30
Cryptic Rider	AcMod	1	U3	Mi	1.90	0.80	↑	0.60
Cultivated Blood Shrtge			U1	Ma	2.00	1.00	↑	0.60
Cunctator Motion	PoA		R1,2	Mi	5.00	5.00	↑	3.00
Curse of Nitocris	Uq		R3	Ma	5.00	5.00		4.80
Dancin' Dana	V	ce,ob,AU,6	V	Mal	0.80	0.50		0.50
Dawn Operation	AcM	ddi	U3	Mi	1.90	0.80	↑	0.80
Day Operation	AcM	fo,1	R4	Mi	5.00	5.00	↑	4.50
Dead-end Alley	Co		C2	Mi	0.40	0.30	↑	0.30
Deal with the Devil			C2	Ma	0.50	0.40	↑	0.30
Deer Rifle	Eq	2	C2	Mi	0.40	0.40	↑	0.30
Deflection	ReA	do,1	C1	Mi	0.40	0.30	↑	0.30
Delaying Tactics	ReA		U3	Mi	2.00	1.00	↑	0.60
Delilah Easton	V	ps,2	V	To	0.50	0.50		0.40
Demetrius Slater	V	ps,ce,au,4	V	To	0.50	0.50		0.40
Democritus	V	ce,au,fo,DO,PS,10Ju	V	Ven	1.40	0.90	↑	0.60
Didi Meyers	V	au,ce,ob,DO,5	V	Mal	0.50	0.50		0.40

Card Name	Type	Skill	Rarity	Clan	Upper	Median		Lower
Dieter Kleist	V	au,2	V	Tor	0.50	0.50		0.40
Dimple	V	ob,2	V	Nos	0.50	0.50		0.40
Disarming Presence	AcM	ps	U2	Mi	1.90	0.80	↑	0.60
Disguised Weapon	Co	ob	C1	Mi	0.40	0.30	↑	0.30
Disputed Territory	PoA		C3	Mi	0.40	0.30	↑	0.30
Distraction	Ac	ce,1	R1,2	Mi	5.00	5.00	↑	3.00
Dodge	Co		C2	Mi	0.40	0.30	↑	0.30
Dollface	V	au,ob,3	V	Mal	0.50	0.50		0.40
Domain Challenge	PoA		C2	Mi	0.40	0.30	↑	0.30
Dominate	Sk		C4	Ma	0.40	0.30	↑	0.30
Don Cruez - The Idealist	V	pt,do,an,PS,PO,CE,10Ju	V	Br	1.10	0.80	↑	0.50
Dorian Strack	V	ce,AU,4	V	Tor	0.50	0.50		0.40
Dr. Jest	V	fo,do,ps,au,OB,8Prm	V	Mal	0.90	0.80	↑	0.60
Dr. John Casey	V	th,au,3	V	Tre	0.50	0.50		0.40
Dragon Breath Rounds	Co		U3	Mi	1.00	1.00		0.80
Drain Essence	Co	th,2	U4	Mi	0.90	0.80	↑	0.80
Dramatic Upheaval	PoA		V	Mi	1.00	1.00		0.60
Drawing Out the Beast	Co	an	C1	Mi	0.50	0.50	↑	0.30
Dre - Leader o/the Cold Dwn	V	po,ce,3	V	Br	0.50	0.50		0.40
Dread Gaze	ReA	ps	C2	Mi	0.40	0.30	↑	0.30
Duck	V	po,ob,3	V	Nos	0.50	0.50		0.40
Eagle's Sight	ReA	au	U1	Mi	1.40	0.80	↑	0.60
Earth Control	AcM	pt,1	C4	Mi	0.40	0.30	↑	0.30
Earth Meld	Co	pt	C1	Mi	0.40	0.30	↑	0.30
Ebanezer Rouish	V	pt,PO,OB,AN,8	V	Nos	0.80	0.60	↑	0.50
Eco Terrorists	Uq loc	Gan,2	R3	Ma	7.00	5.00		5.00
Effective Management			C3	Ma	0.80	0.80	↑	0.40
Elder Kindred Network	ReA	VE	U2	Mi	1.50	1.00	↑	0.60
Elder Library	Uq loc	1	C2	Ma	1.90	0.80	↑	0.30
Elliot Sinclair-Virtuoso Thesp.	V	ce,au,PS,7Prm	V	Tor	0.90	0.80	↑	0.50
Elysium: The Arboretum	UqLoc		U1	Ma	2.00	1.00		0.90
Emerson Bridges	VE-Pn	po,DO,PS,FO	V	Mi	0.90	0.80	↑	0.60
Enchant Kindred	Ac	ps	C4	Mi	0.40	0.30	↑	0.30
Enhanced Senses	ReA	au	C1	Mi	0.40	0.30	↑	0.30
Entrancement	Ac	ps	R1	Mi	5.00	5.00	↑	3.00
Faceless Night	AcM		C1	Mi	0.40	0.30	↑	0.30
Fake Out	Co		C4	Mi	0.40	0.30	↑	0.30
Fame			U3	Ma	1.50	1.00		0.90
Far Mastery	Ac	do,1	R1,4	Mi	5.00	5.00	↑	3.00
Fast Hands	Co	ce,1	U4	Mi	0.90	0.80	↑	0.80
Fast Reaction	ReA	au	C3	Mi	0.40	0.30	↑	0.30
Felicia Mostrom	V	ps,CE,AU,3	V	Tor	0.50	0.50		0.40
Fists of Death	Co	po,1	R2	Mi	5.00	5.00	↑	4.00
Flak Jacket	Eq	1	C3	Mi	0.40	0.30	↑	0.30
Flame Thrower	Eq	4	U3	Mi	3.40	3.00	↑	1.50
Flash	Co	ce	C1	Mi	0.40	0.30	↑	0.30
Flesh of Marble	Co	pt	R3,3	Mi	5.00	4.00		2.80
Form of Mist	Co	pt	U3,4	Mi	1.90	0.80	↑	0.60
Form of the Ghost	Co	pt	C4	Mi	0.40	0.30	↑	0.30
Fortitude	Sk		C2	Ma	0.40	0.40	↑	0.30
Fragment of the Book of Nod	Uq		R1	Ma	5.00	5.00	↑	4.00
Freak Drive	AcM	fo,1	R1,1	Mi	5.00	5.00	↑	3.50
Frenzy	Oot		C2	Ma	0.40	0.40	↑	0.30
Game of Malkav		MA	U3	Ma	2.00	1.00	↑	0.70
Gangrel De-evolution			U1	Ma	2.30	1.50		0.90
Gangrel Justicar	PoA		R2	Mi	5.00	5.00	↑	4.00
Ghoul Escort	Re		R1	Mi	5.00	5.00	↑	3.00
Ghoul Retainer	Re		R3,4	Mi	5.00	5.00	↑	3.00
Giant's Blood			R2	Ma	5.00	5.00	↑	4.00
Gideon Fontaine	V	PS,3	V	Ven	0.50	0.50		0.40
Gilbert Duane	V	DO,OB,AU,7	V	Mal	0.80	0.60	↓	0.50
Gird Minions			C3	Ma	0.40	0.40	↑	0.30
Gitane St. Claire	V	PT,FO,AN,7Prm	V	Gan	0.80	0.60	↓	0.50
Giuliano Vincenzi	V	fo,2	V	Gan	0.50	0.50		0.40
Glaser Rounds	Co		U4	Min	1.00	1.00		0.80
Gleam of Red Eyes	Co	pt	C3	Min	0.40	0.30	↑	0.30
Golconda - Inner Peace			R4	Ma	5.00	5.00		4.50
Govern the Unaligned	Ac	do,1	C1	Mi	0.40	0.30	↑	0.30
Grave Robbing	Ac	do	U4	Mi	3.00	1.00		0.90
Grenade	Eq		U1,1	Mi	2.00	1.00	↑	0.50
Grendel - The Worm Eaten	V	po,an,OB,5	V	Nos	0.80	0.50		0.40
Growing Fury	Co	po	C1	Mi	0.40	0.30	↑	0.30
Gunther - Beast Lord	V	au,pt,fo,AN,7	V	Gan	0.80	0.50		0.40
Gypsies	Al	GA,3	U2	Mi	4.00	3.00	↑	1.10
Hasina Kesi	V	po,1	V	Cai	0.50	0.50		0.40
Haven Uncovered			C3	Ma	0.40	0.40	↑	0.30
Hawg	Eq		C2	Mi	0.40	0.40	↑	0.30
Heather Florent-The Opprtnst	V	do,PS,FO,6	V	Ven	0.80	0.50		0.40
Hector Sosa	V	ps,PO,4	V	Br	0.50	0.50		0.40
Helena Casimir	V	fo,ce,PO,PS,DO,9Prm	V	Ven	0.90	0.80	↑	0.60
Hell Hound	Al	2	R1,2	Min	5.00	5.00	↑	3.80
Hidden Lurker	Ac	ob	C1	Mi	0.40	0.30	↑	0.30
High Stakes	PoA	Ventrue	R2,3	Mi	5.00	5.00	↑	3.50
Homunculus	Re	pt	U2	Mi	2.00	1.00		0.90
Hostile Take Over		1	R1	Ma	5.00	5.00	↑	4.00
Ignatius	V	do,au,th,4	V	Tre	0.50	0.50		0.40
Igo - The Hungry	V	ps,pt,1	V	Cai	0.50	0.50		0.40
Illegal Search & Szrf			C3	Ma	0.40	0.40	↑	0.30
Immortal Grapple	Co	po	R1,3	Mi	5.00	5.00	↑	3.00
Indomitability	Co	fo	C1	Mi	0.40	0.30	↑	0.30
Infernal Pursuit	Co	ce	U3,4	Mi	1.90	0.80	↑	0.50
Information Highway	UqLoc		U1	Ma	2.50	2.00		1.00
IR Goggles	Eq		U1,4	Mi	2.00	1.00	↑	0.60
Ivory Bow	Eq	1	R4	Mi	7.30	7.00		5.00
J.S. Simmons Esq.	Re:Uq		R1,4	Mi	5.00	5.00	↑	3.50
Jackie Therman	Re:Uq		R3,4	Mi	5.00	5.00	↑	3.50
Jazz Wentworth	V	do,fo,PS,5	V	Ven	0.80	0.50		0.40
Jing Wei	V	do,th,3	V	Tre	0.50	0.50		0.40
Justine - Elder of Dallas	V	ob,DO,AU,TH,8Prm	V	Tre	1.40	0.80	↑	0.50
Kallista - Master Sculptor	V	pt,ps,CE,AU,6	V	Tor	0.50	0.50		0.50
Kindred Intelligence	Ac		R2,4	Mi	5.00	5.00	↑	3.50
Kindred Restructure	PoA		PoA	Mi	2.30	1.50		0.60
Kindred Segregation	PoA		PoA	Mi	2.00	1.00		0.60
Kindred Society Games		TO	R2	Ma	5.00	5.00	↑	3.50
Kine Dominance	Ac	do,2	R2	Mi	5.00	5.00	↑	4.00
Kine Resources Contested	PoA		C2	Mi	0.40	0.30	↑	0.30
Koko	V	po,2	V	Nos	0.50	0.50		0.40
KRCG News Radio	UqLoc	2	U2	Ma	2.50	2.00		1.00
Laptop Computer	Eq	1	C4	Mi	0.40	0.30	↑	0.30
Lazarus	V	ce,po,DO,AU,TH,9Prm	V	Tre	1.20	0.80	↑	0.60

Illustrations: L/R: Dan Smith & Quinton Hoover



JYHAD Price Guide

Card Name	Type	Skill	Rarity	Clan	Upper	Median		Lower
Legal Manipulations	Ac	ps,1	C3	Mi	0.40	0.30	↑	0.30
Letter from Vienna			U1	Ma	2.00	1.00		0.90
Lextalionis	V		PoA	Mi	2.00	1.00		0.60
Life Boon	Oot		U4	Ma	2.00	1.00	↑	0.60
Lost in Crowds	AcM	DE	C2	Mi	0.40	0.30	↑	0.30
Loyal Street Gang	AL	BR,1	U1	Mi	2.00	1.00		0.80
Lucia Pacciola	V	FO,PS,DO,6	V	Ven	0.80	0.50		0.40
Lucian	V	CE,TH,DO,AU,OB,10Jus	V	Mal	1.00	1.00	↑	0.60
Lucky Blow	Co		C3	Mi	0.40	0.30	↑	0.30
Lucretia - Cess Queen	V	CE,FO,AU,PO,OB,AN,10Prm	V	Nos	1.20	1.00	↑	0.60
Lupo	V	PO,2	V	Br	0.50	0.50		0.40
Lydia Van Cuelen	V	DO,PS,AU,TH,6	V	Tre	0.80	0.50		0.40
Madness Network	Uq	MA	R2	Ma	5.00	5.00	↑	4.00
Magic of the Smith	Ac	TH,1	R4	Mi	6.00	5.00	↑	4.00
Majesty	Co	PS	C3	Mi	0.40	0.30	↑	0.30
Major Boon	Oot		U4	Ma	2.00	1.00	↑	0.60
Malkavian Dementia	Ma		U4	Ma	2.00	1.00	↑	0.70
Malkavian Justicar	PoA		R3	Mi	5.00	5.00	↑	4.00
Malkavian Prank		MA	R1,1	Ma	5.00	5.00	↑	3.50
Malkavian Time Auction		MA	R3	Ma	5.00	5.00	↑	4.50
Manstopper Rounds	Co		U1,2	Mi	1.50	1.00		0.60
Mariel - Lady Thunder	V	AU,TH,DO,OB,7	V	Mal	0.80	0.50		0.50
Marty Lechtansi	V	FO,AN,DO,PO,OB,9Prm	V	Nos	0.90	0.80	↑	0.60
Masika	V	PS,CE,AU,10Prm	V	Tor	0.90	0.80	↑	0.50
Mask of 1,000 faces	AcM		U2	Mi	1.90	0.80	↑	0.60
Masquerade Endangered	Oot		U4	Ma	2.00	1.00	↑	0.70
Masquerade Enforcement	V	Pr,Jus	PoA	Mi	3.30	1.50		0.60
Melissa Barton	V	CE,DO,PS,FO,5	V	Ven	0.80	0.50		0.40
Merill Molitor	V	FO,AU,TH,5	V	Tre	0.80	0.50		0.40
Metro Underground	UqLoc		U2	Ma	2.30	1.50		0.90
Mighty Grapple	Co	PO	C2	Mi	0.40	0.30	↑	0.30
Milicent Smith-Pur Vmp Hntr	Uq		R3	Ma	4.80	4.50	↑	3.80
Minion Tap			C3	Ma	0.90	0.40	↑	0.30
Minor Boon	Oot		U3	Ma	2.00	1.00	↑	0.60
Miranda Sanova	V	AU,OB,PO,PS,CE,8Prm	V	Bru	0.90	0.80	↑	0.50
Misdirection		X	C1	Ma	0.40	0.40	↑	0.30
Mob Connections	Uq		U3	Ma	2.00	1.00	↑	0.80
Monocle of Clarity	Eq		R4	Mi	5.50	5.00	↓	4.60
Movement of the Mind	Co	TH	C2	Mi	0.40	0.30	↑	0.30
Movement of the Slow Body	Ac	PT	U3	Mi	1.90	0.80	↑	0.60
Mr. Winthrop	Re:Uq		R1,2	Mi	5.00	5.00	↑	3.00
Muddled Vampire Hunter	AL	MA,2	U1	Mi	2.50	2.00		0.90
Murder of Crows	Re	AN,1	R2,3	Mi	5.00	5.00	↑	3.00
Natasha Volfchek	V	CE,PO,DO,PS,FO,9Prm	V	Ven	1.30	0.50		0.40
Navar McClaren	V	AN,1	V	Cai	0.50	0.50		0.40
Night Moves	Ac	DE	U1,4	Mi	2.00	1.00		0.80
Nik	V	CE	V	Cai	0.50	0.50		0.40
Nimble Feet	Co	CE	C4	Mi	0.40	0.30	↑	0.30
Normal	V	OB,2	V	Mal	0.50	0.50		0.40
Nosferatu Justicar	PoA		R1	Mal	5.00	5.00	↑	5.00
Nosferatu Putresence	Co		U2	Mi	3.50	3.00		0.90
Obedience	ReA	DO	U1	Mi	2.00	1.00	↑	0.60
Obfuscate	SK		C1	Ma	0.60	0.50		0.30
Open Grate	Co		C2	Mi	0.40	0.30	↑	0.30
Outcast mage	AL	TR,3	U3	Mi	2.00	1.00		0.90
Owl Companion	Re	AN	U3	Mi	2.00	1.00	↑	0.80
Ozmo	V	DO,OB,AU,6	V	Mal	0.90	0.80	↑	0.40
Parity Shift	PoA	Pr,Ju	V	Mi	2.00	1.00		0.60
Patagia - Flaps ...	Ac	NO,1	R4	Mi	5.50	5.00		4.50
Peace Treaty	PoA		C4	Mi	0.50	0.40	↓	0.30
Police Department	UqLoc		U1	Ma	2.00	1.00		0.80
Political Ally	AL:Uq	2	R1	Mi	5.00	5.00		4.50
Political Backlash	ReA		C3	Mi	0.80	0.50		0.40
Political Flux	PoA		C1	Mi	0.40	0.30	↑	0.30
Potence	SK		C1	Ma	0.40	0.40	↑	0.30
Powerbase: Chicago	UqLoc	1	U2	Ma	2.50	2.00		0.80
Powerbase: Washington, D.C.	UqLoc	1	U1	Ma	2.50	2.00		0.90
Praxis Seizure:Atlanta	PoA		R2	Mi	5.00	5.00	↑	2.00
Praxis Seizure:Boston	PoA		R2	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Chicago	PoA		R2	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Cleveland	PoA		R1	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Dallas	PoA		R2	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Houstan	PoA		R1	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Miami	PoA		R3	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Seattle	PoA		R4	Mi	5.00	5.00	↑	4.00
Praxis Seizure:Wshngtn DC	PoA		R3	Mi	5.00	5.00	↑	4.00
Praxis: Solomon	PoA		V	Mi	1.80	0.60	↑	0.50
Presence	SK		C3	Ma	0.40	0.40	↑	0.30
Protean	SK		C3	Ma	0.40	0.40	↑	0.30
Protracted Investment		3	C4	Ma	0.50	0.40	↑	0.30
Psyche	Co	CEL	U1	Mi	1.90	0.80	↑	0.60
(Physchic) Psychic Projection	Ac	AU	R4	Mi	5.00	5.00	↑	4.00
Psychic Veil	Ac	OB,1	R4	Mi	5.00	5.00	↑	4.00
Pulled Fangs	Co		R1	Mi	5.00	5.00	↑	4.00
Pulling Strings	ReA	DO	U1,2	Mi	2.00	1.00	↑	0.50
Pulse of the Canaille	Ac	AU,3	U2	Mi	2.00	1.00		0.80
Quinton McDonnell	V	CE,PT,AN,FO,8Prm	V	Gan	0.90	0.80	↑	0.40
Rake	V	PO,AU,CE,PS,6Pr	V	Bru	0.90	0.80	↑	0.50
Ramiel Dupre	V	AU,CE,DO,PS,5	V	Tor	0.50	0.50		0.40
Rampage	Ac	PO	U1,2	Mi	1.90	0.80	↑	0.50
Rapid Healing	Ac	FO	C4	Mi	0.40	0.30	↑	0.30
Rat's Warning	ReA	AN	C3	Mi	0.40	0.30	↑	0.30
Raven Spy	Re	AN,1	U1	Mi	2.00	1.00	↑	0.70
Read Intentions	Co	AU	C3	Mi	0.40	0.30	↑	0.30
Regaining the Upper Hand	PoA		C1	Mi	0.40	0.30	↑	0.30
Renegade Garou	AL	GA,5	R4	Mi	5.30	5.00		5.00
Resplendent Protector	Re	TO	R1,3	Mi	5.00	5.00		4.00
Restoration	Ac	FO	C2	Mi	0.40	0.30	↑	0.30
Reversal of Fortunes	PoA		V	Mi	5.00	5.00		0.60
Ricki Van Demsy	V	PT,FO,3	V	Gan	0.50	0.50		0.40
Ritual Challenge	Ac	GA,1	R2	Mi	5.00	5.00	↑	3.50
Ritual of the Bitter Rose	Co/ReA		R3,4	Mi	4.80	4.10	↑	4.00
Roland Bishop	V	DO,OB,AU,4	V	Mal	0.50	0.50		0.40
Roland Loussarian	V	PS,FO,3	V	Ven	0.50	0.50		0.40
Roman Alexander	V	PT,FO,AN,4	V	Gan	0.50	0.50		0.40
Roreca Quaid	V	TH,2	V	Tre	0.50	0.50		0.40
Rotschreck	Oot		U4	Ma	2.00	1.00	↑	0.70
Rowan Ring	Eq:Uq	1	R3	Mi	5.00	5.00		4.50
Roxanne-Rctrx o/the 13th flr	V	PO,FO,DO,AU,OB,9Prm	V	Mal	1.20	0.80	↑	0.60
RPG Launcher	Eq	2	R1	Mi	5.00	5.00		4.50

Card Name	Type	Skill	Rarity	Clan	Upper	Median		Lower
Rufina Soledad	V	FO,2	V	Ven	0.50	0.50		0.40
Rumors of Gehenna	PoA		R1,4	Mi	5.00	5.00	↑	3.00
Sabbat Threat	PoA	Pr,Jus	V	Mi	2.00	1.00		0.60
Sabine Lafitte	V	PO,DO,AU,TH,5	V	Tre	0.80	0.50		0.40
Samaty	V	PT,OB,AN,4	V	Nos	0.50	0.50		0.40
Sarah Cobbler	V	DO,TH,4	V	Tre	0.50	0.50		0.40
Saturday Night Special	Eq	1	C1	Mi	0.40	0.30	↑	0.30
Sawed-off Shotgun	Eq	2	C4	Mi	0.50	0.50		0.30
Scorn of Adonis	AcM	TO	U1	Mi	2.00	1.00		0.60
Sebastian Marley	V	PO,AU,OB,AN,7	V	Nos	0.80	0.50		0.40
Seduction	AcM	DO	C4	Mi	0.40	0.30	↑	0.30
Selma - The Repugnant	V	AN,FO,PO,OB,8Pr	V	Nos	1.00	0.50		0.40
Sengir Dagger	Eq	2	R3	Mi	5.00	5.00		5.00
Shattering Blow	Co	PO	C1	Mi	0.40	0.30	↑	0.30
Sheldon - Lord of the Clog	V	FO,AU,PO,OB,AN,9Jus	V	Nos	1.00	1.00	↑	0.60
Short Term Investment		1	C4	Ma	0.50	0.40	↑	0.30
Sideslip	Co	CL	C2	Mi	0.40	0.30	↑	0.30
Sir Walter Nash	V	DO,PS,FO,7Pr	V	Ven	0.80	0.60	↓	0.50
Skin of Night	Co	FO	U1	Mi	1.50	1.00		0.80
Skin of Rock	Co	FO	C1	Mi	0.40	0.30	↑	0.30
Skin of Steel	Co	FO,1	C2	Mi	0.40	0.30	↑	0.30
Slum Hunting ground	UqLoc	NO,2	U2	Ma	2.50	2.00	↑	1.30
Smiling Jack the Anarch	Uq		R2	Ma	7.50	5.00		4.50
Smudge -The Ignored	V	1	V	Cai	0.50	0.50	↑	0.30
Social Charm	Ac	PS	C2	Mi	0.40	0.30	↑	0.30
Society Hunting Ground	UqLoc	TO,2	U4	Ma	2.50	2.00	↑	1.30
Society of Leopold	Uq		R4	Ma	5.50	5.00	↑	3.50
Soul Gem of Etrius	Eq:Uq		R2	Mi	5.00	5.00	↑	4.00
Sport Bike	Eq:vcl	1	U1,2	Mi	2.00	1.00	↑	0.80
Spying Mission	AcM	OB	U2	Mi	3.30	3.00		0.60
Stake	Eq		U1	Mi	2.30	1.50		0.90
Storm Sewers	UqLoc	NO	U3	Ma	2.30	1.50		0.90
Submachine Gun	Eq	4	U3,4	Mi	2.00	1.00	↑	0.70
Succubus Club	UqLoc		R4	Ma	5.50	5.00	↑	4.50
Sudden Reversal	Oot		U2	Ma	2.00	1.00		0.90
Surprise Influence	ReA		C4	Mi	0.40	0.30	↑	0.30
Sylvester Simms	V	PS,AN,DO,AU,OB,8Prm	V	Mal	0.90	0.80	↑	0.50
Talbot's Chainsaw	Eq	3	R3	Mi	6.00	5.00		4.80
Tasha Morgan (a)	Re		R1,3	Mi	5.00	5.00	↑	3.00
Tasha Morgan (b)	Re		R1,3	Mi	5.00	5.00	↑	3.00
Taste of Vitae	Co		U2	Mi	1.50	1.00		0.70
Tatiana Romanov	V	PS,CE,AU,7Pr	V	Tor	1.10	0.80	↑	0.50
Telepathic Vote Counting	AcM	AU	R1	Mi	6.00	5.00	↑	4.00
Telepathic Counter	ReA	AU	C4	Mi	0.40	0.30	↑	0.30
Telepathic Misdirection	ReA	AU,1	C1	Mi	0.40	0.30	↓	0.30
Temptation of Grtr Pwr		Jus,3	R3	Ma	5.00	5.00	↑	4.00
Thadius Zho (Mage)	AL	TR,4	R3,4	Mi	6.00	5.00		4.00
Thaumaturgy	SK		C1	Ma	0.40	0.40	↑	0.30
The 1st Tradition:Msqurde	PoA	Pr,Jus	R2,3	Mi	5.00	5.00	↑	3.00
The 2nd Tradition: Domain	ReA		U1	Mi	2.00	1.00	↑	0.80
The 3re Tradition: Progeny	Ac	1	U2	Mi	1.90	0.80	↓	0.80
The 4th Tradition:Accnting	Ac	Pr,Jus,1	U3	Ma	1.90	0.80	↑	0.80
The 5th Tradition: Hospitality	Ac	Pr,Jus,1	U4	Mi	2.90	0.80	↑	0.80
The 6th Tradition: Dstrctn	Ac	Pr,Ju	U4	Mi	1.90	0.80	↓	0.80
The Barrens	UqLoc		C2	Ma	0.60	0.50	↓	0.30
The Embrace	Ac	2	R1,2	Mi	5.00	5.00	↑	3.00
The Knights	AL:Uq	BR,1	R2	Mi	5.00	5.00	↑	3.80
The Labyrinth	UqLoc	NO,1	U3	Ma	2.30	1.50	↑	0.90
The Rack	UqLoc		U2	Ma	2.00	1.00	↓	0.90
The Slashers	AL	BR,1	R1	Mi	5.00	5.00		3.80
The Spawning Pool	UqLoc	NO	R1	Ma	5.00	5.00	↑	3.50
The Spirit's Touch	ReA	AU	C2	Mi	0.80	0.80	↑	0.40
Theft of Vitae	Co	TH	C2	Mi	0.50	0.50		0.30
Thomas Thorne	V	AN,AU,CE,TH,DO,6	V	Tre	0.50	0.50		0.50
Threats	AcM	DO	C1	Mi	0.40	0.30	↑	0.30
Thrown Gate	Co	PO	C1	Mi	0.40	0.30	↑	0.30
Thrown Sewer Lid	Co	PO	C4	Mi	0.40	0.30	↑	0.30
Tiberius - Scandalmonger	V	CE,PO,OB,AN,5	V	Nos	0.80	0.50		0.40
Timothy Crowley	VE-Pn	AN,DO,PS,FO	V		0.80	0.50	↓	0.50
Toreador Justicar	PoA		R1	Mi	5.00	5.00	↑	4.00
Torn Signpost	Co	PO	U3	Mi	2.00	1.00		0.50
Tragic Love Affair			U2	Ma	2.00	1.00	↑	0.50
Trap	Co		C2	Mi	0.40	0.30	↑	0.30
Tremere Justicar	PoA		R4	Mi	5.00	5.00	↑	4.00
Tura Vaughn	V	DO,PS,PO,CE,8Prm	V	Bru	0.80	0.60	↓	0.50
Tusk - Talebearer	V	AN,PO,OB,6	V	Nos	0.80	0.50		0.40
Ulugh Beg - The Watcher	V	CE,FO,PO,DO,AU,TH,10Jus	V	Jus	0.90	0.80	↑	0.50
Uma Hatch	V	PS,CE,3	V	Bru	0.50	0.50		0.40
Undead Persistence	Co	FO	U1,2	Mi	1.40	0.80	↑	0.50
Undead Strength	Co	PO	C1	Mi	0.40	0.30	↑	0.30
Unflinching Persistence	Co	FO	C4	Mi	0.40	0.30	↑	0.30
Unnatural Disaster		2	C4	Ma	0.50	0.50		0.30
Uptown Hunting Ground	UqLoc	VE,2	U4	Ma	2.50	2.00	↑	1.30
Uriah Winter	V	PO,FO,1	V	Cai	0.50	0.50		0.40
Vampiric Speed	Co	CE	C2	Mi	0.40	0.30	↑	0.30
Vampiric Disease			R2	Ma	5.00	5.00		4.50
Vanish from Mind's Eye	Co	OB	C2	Mi	0.40	0.30	↑	0.30
Vast Wealth			U3	Ma	2.00	1.00	↑	0.80
Ventrue Headquarters	UqLoc	VE,1	U3	Ma	2.00	1.00		0.80
Ventrue Justicar	PoA		R3	Mi	5.00	5.00	↑	4.00
Violette Prentiss	V	DO,PS,4	V	Ven	0.50	0.50		0.40
Vliam Andor	V	AN,2	V	Gan	0.50	0.50		0.40
Voter Captivation	AcM	PS	U1,3	Mi	1.90	0.80	↑	0.60
Vulnerability		1	U3	Ma	2.00	1.00	↑	0.70
Wake with Evenings Freshness	ReA		C3	Mi	0.60	0.50		0.40
Walk of Flame	Co	TH	U1,2	Mi	1.40	0.80	↑	0.60
Warzone Hunting Ground	UqLoc	BR,2	U2	Ma	2.50	2.00	↑	1.30
Weather Control	Co	TH	U1	Mi	1.90	0.80	↑	0.60
Well-aimed Car	Co	PO	U2	Mi	1.40	0.80	↑	0.60
Wolf Claws	Co	PT,1	C2	Mi	0.40	0.30	↑	0.30
Wolf Companion	Re	AN,1	U1,4	Mi	2.00	1.00	↑	0.60
Wynn	V	PO,OB,PT,FO,AN,10Prm	V	Gan	1.20	0.80	↑	0.60
XTC Laced Blood	Oot		R1	Ma	5.00	5.00	↑	4.00
Yuri - The Talon	V	CE,PO,PS,4	V	Bru	0.50	0.50		0.40
Zack North	V	PO,PT,FO,AN,6	V	Gan	0.80	0.50		0.40
Zebulon	V	PT,DO,AU,OB,5	V	Mal	0.50	0.50		0.40
Zip Gun	Co		U1,3	Mi	1.40	0.80	↑	0.60
Zoo Hunting Ground	UqLoc	GA,2	U3	Ma	2.50	2.00	↑	1.30
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6.30	4.00	2.60	I.K.C. Vorn	U	S-Klg	2.00	2.00	1.70
7.50	7.00	5.00	Iconia Investigation	R	M-Rom	4.00	3.80	3.00
1.00	0.80	0.50	Iconian Computer Weapon	C	Dil	0.50	0.50	0.50
1.00	0.80	0.50	Impassable Door	C	Dil	0.50	0.50	0.50
4.00	2.00	2.00	Incoming Message-Fed.	U	Int	2.30	2.00	1.70
4.00	2.00	2.00	Incoming Message-Klingon	U	Int	2.30	2.00	1.70
4.00	2.00	2.00	Incoming Message-Romulan	U	Int	2.30	2.00	1.70
15.75	14.00	10.00	Interphase Generator	R	Art	8.00	6.50	6.00
8.00	7.00	5.00	Investigate Alien Probe	R	M-Klg	4.00	3.50	3.00
1.00	0.80	0.50	Investigate Anomaly	C	M-R/K/F	0.50	0.50	0.50
8.00	6.80	5.00	Investigate Disappearance	R	M-Fed	4.00	3.00	3.00
8.00	6.80	5.00	Investigate Disturbance	R	M-Klg	4.00	3.00	3.00
7.00	6.80	5.00	Investigate Massacre	R	M-R/F	4.00	3.00	3.00
8.00	6.80	5.00	Investigate Raid	R	M-Rom	4.00	3.00	3.00
8.00	6.80	5.00	Investigate Rogue Comet	R	M-Fed	4.00	3.30	3.00
8.00	6.80	5.00	Investigate Shattered Space	R	M-Rom	4.20	3.30	3.00
8.00	7.00	5.00	Investigate Sighting	R	M-R/F	4.00	3.00	3.00
8.00	6.80	5.00	Investigate Time Continuum	R	M-Fed	4.00	3.30	3.00
4.00	3.60	2.10	Ishara Yar	U	P-NA	2.30	2.00	1.80
1.50	1.00	0.80	J'Ddan	C	P-Klg	0.50	0.50	0.50
10.00	7.50	6.20	Jaglom Shrek-Info. Broker	R	Int	4.20	4.00	4.00
1.00	1.00	0.80	Jaron	C	P-Rom	0.50	0.50	0.50
55.00	50.00	33.00	Jean-Luc Picard	R	P-Fed	35.00	31.00	25.00
4.00	3.50	2.30	Jenna D'Sora	U	P-Fed	2.30	2.00	1.80
1.00	0.90	0.60	Jera	C	P-Rom	0.50	0.50	0.50
.00	4.00	2.50	Jo'Bril	U	P-NA	2.80	2.30	2.00
15.00	12.00	8.50	K'Ehleyr	R	P-Fed	7.50	5.00	4.00
4.90	3.90	2.80	K'mpec	U	P-Klg	2.30	2.30	2.00
4.00	3.90	2.80	K'Tal	U	P-Klg	2.30	2.00	2.00
1.00	1.00	0.80	K'Tesh	C	P-Klg	0.50	0.50	0.50
4.50	3.90	2.80	K'Vada	U	P-Klg	2.30	2.00	2.00
16.00	12.00	10.00	Kahless	R	P-Klg	7.50	4.00	4.00
4.00	4.00	3.40	Kareel Odan	U	P-Fed	2.30	2.00	2.00
16.00	10.00	10.00	Kargan	R	P-Klg	8.00	5.00	4.00
3.80	3.00	2.80	Kell	U	P-Klg	3.00	2.30	1.50
5.00	4.00	2.90	Kevin Uxbridge	U	Int	3.00	2.00	1.80
17.75	12.00	10.00	Khazara	R	S-Rom	10.00	4.00	3.00
8.00	6.80	6.00	Khitomer Research	R	M-Rom	3.00	3.00	0.50
5.00	4.80	2.90	Kivas Fajo-Collector	U	Ev	3.00	2.90	2.50
1.00	1.00	0.80	Klag	C	P-Klg	0.50	0.50	0.50
1.00	1.00	0.80	Kle'eg	C	P-Klg	0.50	0.50	0.50
10.00	7.90	6.10	Klingon Death Yell	R	Int	4.20	4.00	3.30
1.40	0.80	0.50	Klingon Disruptor	C	Equ	0.50	0.50	0.50
1.30	1.00	0.80	Klingon Outpost	C	Out	2.00	0.80	0.50
1.00	0.80	0.50	Klingon Padd	C	Equ	1.00	0.50	0.50
1.40	0.90	0.60	Klingon Right of Vengeance	C	Int	1.00	0.50	0.50
3.80	3.30	2.20	Konmel	U	P-Klg	2.30	2.00	1.80
4.00	4.00	3.40	Koral	U	P-Klg	2.30	2.00	2.00
5.30	3.90	3.20	Koroth	U	P-Klg	2.30	2.00	1.80
3.80	3.30	2.80	Korris	U	P-Klg	2.30	2.00	1.80
3.10	2.30	2.00	Krios Supression	U	M-Klg	2.00	1.70	1.30
1.00	1.00	0.80	Kromm	C	P-Klg	0.50	0.50	0.50
10.00	8.00	6.20	Ktarian Game	R	Dil	5.00	4.20	4.00
18.00	12.00	10.00	Kurak	R	P-Klg	8.00	4.50	4.00
15.75	15.00	12.25	Kurian Naiskos	R	Art	10.00	9.30	6.50
20.00	15.00	10.00	Kurn	R	P-Klg	10.00	4.50	4.00
4.30	3.60	2.80	L'Kor	U	P-Klg	2.30	2.00	1.80
15.75	15.00	9.30	Leah Brahms	R	P-Fed	7.50	7.00	5.00
4.00	2.80	2.00	Life-Form Scan	U	Int	2.30	2.00	1.70
1.00	0.80	0.50	Linda Larson	C	P-Fed	0.50	0.50	0.50

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STAR TREK: TNG Price Guide

LIMITED						UNLIMITED		
Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower
0.90	0.60	0.50	Long-Range Scan	C	Int	0.50	0.50	0.50
19.00	10.00	9.10	Lore Returns	R	Ev	9.00	7.00	6.50
14.50	10.00	7.50	Lore's Fingernail	R	Ev	6.50	5.70	5.50
1.00	0.80	0.50	Loss of Orbital Stability	C	Int	0.50	0.50	0.50
20.75	16.00	10.50	Lursa	R	P-Klg	10.50	4.50	4.00
20.75	11.00	8.00	Lwaxanna Troi	R	P-Fed	12.50	10.00	9.00
1.00	0.80	0.50	Male's Love Interest	C	Dil	0.50	0.50	0.50
4.80	4.00	2.00	Masaka Transformations	U	Ev	2.90	2.50	2.00
4.00	3.00	2.00	Matriarchical Society	U	Dil	3.00	2.00	1.70
1.40	0.90	0.70	McKnight	C	P-Fed	0.50	0.50	0.50
1.40	0.80	0.50	Medical Kit	C	Equ	0.50	0.50	0.50
7.00	6.80	6.00	Medical Relief	R	M-Klg	4.00	3.00	3.00
1.40	0.80	0.50	Medical Tricorder	C	Equ	0.50	0.50	0.50
12.25	10.00	8.00	Mendak	R	P-Rom	6.50	4.00	4.00
1.00	0.90	0.60	Mendon	C	P-Fed	0.50	0.50	0.50
1.40	0.90	0.80	Mercenary Ship	C	Dil	0.50	0.50	0.50
1.40	0.80	0.60	Metaphasic Shields	U	S-N/A	2.00	2.00	1.00
4.00	2.90	2.00	Methnar Booby Trap	C	Ev	1.00	0.50	0.50
1.00	0.80	0.50	Microbiotic Colony	C	Dil	0.50	0.50	0.50
1.00	0.80	0.60	Microvirus	C	Dil	0.50	0.50	0.50
4.50	4.00	2.30	Mirok	U	P-Rom	2.30	2.30	2.00
4.00	3.90	2.80	Morag	U	P-Klg	2.30	2.00	2.00
14.75	11.00	8.50	Morgan Bateson	R	P-Fed	7.00	5.00	4.00
3.80	3.00	2.30	Mot the Barber	U	P-Fed	2.30	2.00	1.80
4.00	3.80	2.30	Movar	U	P-Rom	2.30	2.00	2.00
4.50	4.00	2.30	N'vek	U	P-Rom	2.30	2.30	2.00
10.75	8.00	7.10	Nagilum	R	Dil	5.00	4.20	4.00
4.00	2.80	2.00	Nanites	U	Dil	2.00	2.00	1.70
1.00	0.90	0.60	Narik	C	P-NA	0.50	0.50	0.50
4.00	3.00	2.00	Nausicaans	U	Dil	2.30	2.00	1.70
4.00	3.00	2.00	Near-Warp Transport	U	Int	2.00	2.00	1.70
14.25	11.00	9.30	Neela Daren	R	P-Fed	7.50	5.00	4.50
3.80	3.00	2.30	Neral	U	P-Rom	2.30	2.00	1.50
4.80	3.50	2.90	Neural Servo Device	U	Ev	2.90	2.00	1.80
8.00	6.80	6.00	New Contact	R	M-R/K	4.00	3.00	3.00
5.00	4.00	2.30	Nikolai Rozhenko	U	P-Fed	2.30	2.30	2.00
4.00	2.80	2.00	Nitrium Metal Parasites	U	Dil	2.00	2.00	1.70
4.00	3.50	2.30	Norah Satie	U	P-Fed	2.30	2.00	1.80
4.30	4.00	3.40	Nu'Daq	U	P-Klg	2.30	2.00	2.00
5.00	3.00	2.00	Null Space	U	Dil	2.50	2.00	1.70
4.80	4.00	2.90	Nutational Shields	U	Ev	2.90	2.00	2.00
4.00	3.50	2.30	Ocett	U	P-NA	2.30	2.00	1.80
1.40	0.90	0.60	Palor Toff-Allen Trader	C	Int	0.60	0.50	0.50
1.00	0.90	0.60	Palteth	C	P-Rom	0.60	0.50	0.50
4.00	3.80	2.30	Pardek	U	P-Rom	2.30	2.00	2.00
3.80	3.00	2.00	Parem	U	P-Rom	2.30	2.00	1.50
0.90	0.60	0.50	Particle Fountain	C	Int	0.50	0.50	0.50
0.90	0.70	0.50	Pattern Enhancers	C	Ev	0.50	0.50	0.50
8.00	7.00	6.00	Pegasus Search	R	M-R/K/F	4.00	3.00	3.00
1.00	0.80	0.50	Phased Matter	C	Dil	0.50	0.50	0.50
14.25	10.00	8.00	Pi	R	S-Rom	4.50	4.00	4.00
1.00	0.80	0.60	Plasma Fire	C	Ev	0.50	0.50	0.50
2.80	2.30	2.00	Plunder Site	U	M-R/K	2.00	1.70	1.30
4.00	2.80	2.00	Portal Guard	U	Dil	2.00	2.00	1.70
20.00	13.50	9.00	Q	R	Dil	12.50	6.00	6.00
1.00	0.90	0.80	Q-Net	C	Ev	0.50	0.50	0.50
6.00	4.50	2.60	Q2	U	Int	3.00	2.00	1.70
4.00	3.00	2.00	Radioactive Garbage Scow	U	Dil	2.00	1.80	1.70
4.80	3.50	2.90	Raise The Stakes	U	Ev	2.90	2.00	1.80
4.00	2.80	2.00	Rebel Encounter	U	Dil	2.00	1.80	1.70
1.50	1.00	0.80	Red Alert	C	Ev	0.80	0.50	0.50
15.00	11.00	8.50	Reginald Barclay	R	P-Fed	7.50	7.00	5.00
1.00	0.80	0.50	Relief Mission	C	M-R/K	0.50	0.50	0.50
5.50	2.80	2.00	Rem Fatigue Hallucinations	U	Dil	2.80	2.00	1.70
1.00	0.80	0.50	Repair Mission	C	M-Fed	0.50	0.50	0.50
1.40	0.80	0.60	Res-Q	C	Ev	0.50	0.50	0.50
2.80	2.30	2.00	Restore Errant Moon	U	M-Fed	2.00	1.70	1.30
16.50	13.50	10.25	Richard Galen	R	P-Fed	7.50	6.00	5.00
4.00	3.60	2.10	Riva	U	P-Fed	2.30	2.00	1.80
17.50	11.00	9.00	Ro Laren	R	P-Fed	10.00	8.50	5.00
22.00	20.00	14.00	Roga Danar	R	P-NA	11.00	10.00	6.00
2.00	1.50	0.80	Rogue Borg Mercenaries	C	Int	1.00	0.50	0.50
1.40	0.80	0.50	Romulan Disruptor	C	Equ	0.50	0.50	0.50
1.20	1.00	0.80	Romulan Outpost	C	Out	0.80	0.50	0.50
1.00	0.80	0.50	Romulan Padd	C	Equ	0.50	0.50	0.50
1.00	0.80	0.60	Runabout	C	S-Fed	0.50	0.50	0.50
19.00	12.50	10.00	Sarek	R	P-Fed	10.00	9.50	9.00
9.80	7.00	6.20	Sarjenka	R	Dil	7.50	4.20	4.00
8.00	7.00	6.80	Sarthong Plunder	R	M-R/K	3.50	3.00	3.00
14.00	10.00	10.00	Satelk	R	P-Fed	5.00	4.50	4.00
1.00	0.80	0.50	Scan	C	Int	0.50	0.50	0.50
1.00	0.90	0.60	Science Vessel	C	S-Rom	0.50	0.50	0.50
1.00	0.90	0.60	Scout Vessel	C	S-Rom	0.50	0.50	0.50
2.80	2.30	2.00	Secret Salvage	U	M-R/K	2.00	1.70	1.30
8.00	6.80	5.00	Seek Life-Form	R	M-Klg	4.00	3.00	3.00
22.75	15.00	12.00	Sela	R	P-Rom	11.50	10.00	8.00
1.00	0.90	0.60	Selok	C	P-Rom	0.50	0.50	0.50
5.00	2.80	2.00	Shaka, When the Walls Fell	U	Dil	2.50	2.00	1.70
18.25	11.00	8.50	Shelby	R	P-Fed	7.50	6.00	4.00
1.00	0.80	0.50	Ship Seizure	C	Int	0.50	0.50	0.50
1.00	0.80	0.50	Simon Tarses	C	P-Fed	0.50	0.50	0.50

LIMITED						UNLIMITED		
Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower
16.50	12.00	9.50	Sir Isaac Newton	R	P-Fed	7.50	6.00	4.00
4.00	3.00	2.30	Sirna Kolrami	U	P-Fed	2.30	2.00	1.50
1.40	0.80	0.50	Sito Jaxa	C	P-Fed	0.50	0.50	0.50
3.80	3.00	2.30	Soren	U	P-Fed	2.30	2.00	1.50
1.00	0.80	0.50	Spacedock	C	Ev	0.50	0.50	0.50
1.40	0.80	0.50	Starfleet Type II Phaser	C	Equ	0.50	0.50	0.50
1.40	0.90	0.60	Static Warp Bubble	C	Ev	0.50	0.50	0.50
3.00	2.60	2.00	Strategic Diversion	U	M-Rom	2.00	1.70	1.30
7.80	6.40	5.30	Study Hole in Space	R	M-K/F	4.00	4.00	3.00
8.00	7.50	5.40	Study Lonka Pulsar	R	M-Rom	4.20	4.00	3.00
7.00	6.40	5.00	Study Nebula	R	M-Fed	4.00	4.00	3.00
1.00	0.80	0.50	Study Plasma Streamer	C	M-R/K/F	0.50	0.50	0.50
1.00	0.80	0.50	Study Stellar Collision	C	M-R/K/F	0.50	0.50	0.50
1.00	0.80	0.50	Subspace Interference	C	Int	0.50	0.50	0.50
4.00	2.90	2.00	Subspace Schism	U	Int	2.00	2.00	1.70
1.00	0.80	0.50	Subspace Warp Rift	C	Ev	0.50	0.50	0.50
17.25	10.00	9.10	Supernova	R	Ev	7.50	7.00	5.70
8.00	7.00	5.40	Survey Mission	R	M-Klg	4.00	4.00	3.00
4.00	3.00	2.30	T'Pan	U	P-Fed	2.30	2.00	1.50
1.00	0.80	0.50	Tachyon Detection Grid	C	Int	0.50	0.50	0.50
4.50	4.00	2.30	Taibak	U	P-Rom	2.30	2.30	2.00
1.40	0.90	0.60	Taitt	C	P-Fed	0.50	0.50	0.50
1.00	0.90	0.60	Takket	C	P-Rom	0.50	0.50	0.50
15.25	11.00	9.30	Tallus	C	P-Rom	0.50	0.50	0.50
5.00	4.00	2.50	Tam Elbrun	R	P-Fed	8.00	4.50	4.50
1.00	0.90	0.60	Tarellian Plague Ship	U	Dil	2.50	2.00	1.70
25.00	17.75	12.00	Tarus	C	P-Rom	0.50	0.50	0.50
1.00	0.90	0.60	Tasha Yar	R	P-Fed	13.50	12.00	9.00
1.00	0.90	0.60	Taul	C	P-rom	0.50	0.50	0.50
1.00	0.80	0.50	Taurik	C	P-Fed	0.50	0.50	0.50
4.00	4.00	2.30	Tebok	U	P-Rom	2.30	2.00	2.00
4.50	4.00	2.00	Telepathic Alien Kidnappers	U	Ev	2.90	2.30	2.00
10.00	7.00	6.20	Temporal Causality Loop	R	Dil	4.50	4.20	4.00
4.50	3.00	2.60	Temporal Rift	U	Int	3.00	2.00	1.70
1.00	0.80	0.50	Test Mission	C	M-K/F	0.50	0.50	0.50
0.90	0.70	0.50	Tetryon Field	C	Ev	0.50	0.50	0.50
12.00	10.00	6.80	The Devil	R	Int	4.20	4.00	4.00
4.00	3.00	2.00	The Juggler	U	Int	2.00	2.00	1.70
4.90	4.00	3.10	The Traveler: Transendence	U	Ev	2.90	2.00	2.00
1.00	0.90	0.60	Thei	C	P-Rom	0.50	0.50	0.50
30.00	20.00	14.00	Thomas Riker	R	P-Fed	17.50	10.00	9.00
17.25	15.00	10.00	Thought Maker	R	Art	9.00	7.50	6.00
17.25	14.00	10.00	Time Travel Pod	R	Art	9.00	6.50	6.00
3.80	3.00	2.00	Toby Russell	U	P-Fed	2.30	2.00	1.50
4.00	3.50	2.30	Tokath	U	P-Rom	2.30	2.00	1.80
14.50	10.50	10.00	Tomalak	R	P-Rom	6.50	5.00	4.00
1.00	0.90	0.60	Tomek	C	P-Rom	0.50	0.50	0.50
4.50	3.40	2.80	Toq	U	P-Klg	2.30	2.00	1.50
4.30	3.40	2.80	Torak	U	P-Klg	2.30	2.00	1.50
3.80	3.00	2.80	Toral	U	P-Klg	2.30	2.00	1.50
12.25	10.00	9.30	Toreth	R	P-Rom	6.50	4.50	4.00
1.00	1.00	0.80	Torin	C	P-Klg	0.50	0.50	0.50
19.25	15.00	12.50	Tox Ulthat	R	A	10.00	9.30	8.50
4.40	3.50	2.60	Transwarp Conduit	U	Int	2.80	2.00	1.70
1.40	0.80	0.50	Treaty: Federation/Klingon	C	Ev	0.80	0.50	0.50
1.40	0.80	0.50	Treaty: Federation/Romulan	C	Ev	0.80	0.50	0.50
1.40	0.80	0.50	Treaty: Romulan/Klingon	C	Ev	0.80	0.50	0.50
1.00	0.80	0.50	Tricorder	C	Equ	0.50	0.50	0.50
10.00	7.50	6.80	Tsiolkovsky Infection	R	Dil	4.20	4.00	4.00
3.50	2.00	2.00	Two-Dimensional Creatures	U	Dil	2.00	1.80	1.70
1.00	0.80	0.50	Type VI Shuttlecraft	C	S-Fed	0.50	0.50	0.50
6.00	3.00	2.00	U.S.S Sutherland	U	S-Fed	2.00	2.00	1.70
18.00	15.00	10.00	U.S.S. Brittain	R	S-Fed	12.00	7.50	5.00
50.00	31.00	27.50	U.S.S. Enterprise	R	S-Fed	35.00	31.00	12.00
1.40	0.90	0.60	U.S.S. Excelsior	C	S-Fed	0.50	0.50	0.50
1.90	1.00	0.80	U.S.S. Galaxy	C	S-Fed	0.50	0.50	0.50
17.25	12.50	10.00	U.S.S. Hood	R	S-Fed	8.00	5.00	4.00
1.40	0.80	0.50	U.S.S. Miranda	C	S-Fed	0.50	0.50	0.50
1.40	0.90	0.60	U.S.S. Nebula	C	S-Fed	0.50	0.50	0.50
1.40	0.80	0.50	U.S.S. Oberth	C	S-Fed	0.50	0.50	0.50
17.25	12.50	10.00	U.S.S. Phoenix	R	S-Fed	8.00	6.00	4.00
19.75	12.50	10.00	U.S.S. Yamato	R	S-Fed	12.50	6.00	5.00
4.30	3.90	2.80	Vagh	U	P-Klg	2.30	2.00	2.00
1.50	0.90	0.70	Varel	C	P-Rom	0.50	0.50	0.50
17.00	15.00	15.00	Varon -T Disruptor	R	Art	8.50	6.00	5.00
18.00	13.50	10.25	Vash	R	P-Fed	8.00	7.50	4.50
1.50	1.00	0.80	Vekma	C	P-Klg	0.50	0.50	0.50
1.50	0.90	0.70	Vekor	C	P-NA	0.50	0.50	0.50
5.00	3.40	2.00	Vulcan Mindmeld	U	Int	2.50	2.00	1.70
17.25	14.00	10.50	Vulcan Stone of God	R	Art	9.00	6.50	6.00
9.20	9.00	6.30	Warp Core Branch	R	Ev	4.50	4.50	4.00
30.00	27.00	19.00	Wesley Crusher	R	P-Fed	15.00	13.50	12.00
1.20	0.90	0.60	Where No One Has Gone ...	C	Ev	0.60	0.50	0.50
37.50	25.00	20.75	William T. Riker	R	P-Fed	21.75	20.00	14.00
10.00	9.00	7.10	Wind Dancer	R	Dil	4.20	4.00	4.00
37.50	30.00	20.00	Worf	R	P-Fed	24.75	17.50	13.00
1.00	0.80	0.50	Wormhole	C	Int	0.50	0.50	0.50
8.80	7.00	5.40	Wormhole Negotiations	R	M-R/K/F	4.20	4.00	3.50
1.00	0.80	0.50	Yridian Shuttle	C	S-NA	0.50	0.50	0.50
1.00	0.80	0.50	Zibalian Transport	C	S-NA	0.50	0.50	0.50
2546.10	1955.80	1474.70	TOTAL			1357.85	1066.90	890.50

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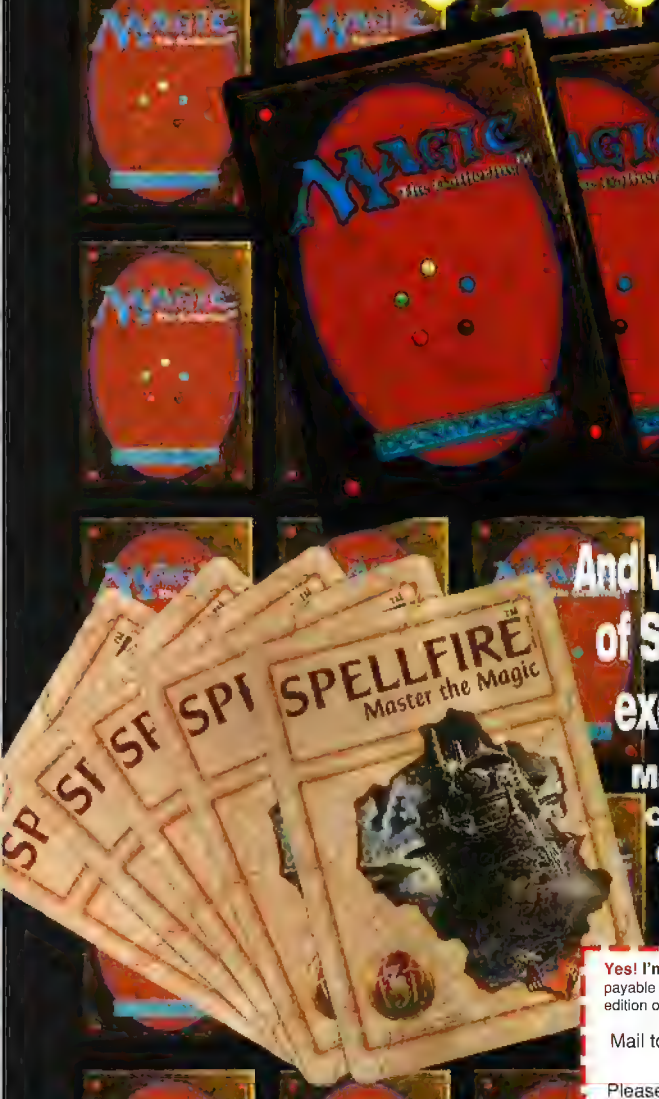

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SPELLFIRE PRICE GUIDE

Card Name	Type	Rarity	Upper	Median	Lower
1 Waterdeep	R	FR	RLM	1.10	1.00 ↑ 0.40
2 Menzoberranzan	R	FR	RLM	3.50	2.50 ↑ 1.50
3 Zhentil Keep	5/R	FR	R	1.10	1.00 1.00
4 Shadowdale	R	FR	RLM	1.10	1.00 ↑ 0.40
5 Cormyr	R	FR	RLM	0.60	0.50 ↑ 0.30
6 Sembia	R	FR	RLM	0.60	0.50 ↑ 0.30
7 Moonshae Isles	2/R	FR	RLM	1.10	1.00 ↑ 0.50
8 Thay	R	FR	RLM	1.10	1.00 ↑ 0.40
9 Calimshan	R	FR	RLM	0.60	0.50 ↑ 0.30
10 Pirate Isles	R	FR	RLM	1.10	1.00 ↑ 0.40
11 Ravens Bluff	R	FR	RLM	1.10	1.00 ↑ 0.40
12 The Great Rift	R	FR	RLM	1.60	1.50 ↑ 0.40
13 Myth Drannor	R	FR	U	1.60	1.50 ↑ 0.80
14 Vaasa	R	FR	RLM	1.00	0.80 ↑ 0.30
15 Jungles of Chult	R	FR	RLM	1.60	1.50 ↑ 0.40
16 The High Forest	R	FR	RLM	0.60	0.50 ↑ 0.40
17 Sword Coast	R	FR	RLM	1.10	1.00 ↑ 0.40
18 Anauroch	R	FR	RLM	1.10	1.00 ↑ 0.40
19 Impiltur	R	FR	RLM	1.10	1.00 ↑ 0.40
20 Icewind Dale	R	FR	RLM	1.10	1.00 ↑ 0.40
21 The High Moor	R	FR	RLM	1.10	1.00 ↑ 0.40
22 Rashemen	R	FR	RLM	1.10	1.00 ↑ 0.30
23 Damara	R	FR	RLM	1.10	1.00 ↑ 0.60
24 Narfell	R	FR	RLM	0.60	0.50 ↑ 0.30
25 Dragonspear Castle	R	FR	RLM	1.10	1.00 ↑ 0.40
26 Daggerdale	R	FR	RLM	1.10	1.00 ↑ 0.40
27 Darkhold	R	FR	RLM	1.10	1.00 ↑ 0.40
28 Hnted Hl of Evngstr	R	FR	R	1.60	1.50 ↑ 1.30
29 Evermeet	R	FR	RLM	1.50	1.50 0.80
30 The Trollmoors	R	FR	RLM	1.10	1.00 ↑ 0.40
31 Berdusk	H	FR	U	0.90	0.80 ↑ 0.80
32 Tantras	H	FR	U	0.90	0.80 ↑ 0.80
33 Mulmaster	H	FR	U	1.00	0.80 ↑ 0.80
34 Hillsfar	H	FR	U	1.00	0.80 ↑ 0.80
35 Suzail	H	FR	U	1.00	0.80 ↑ 0.80
36 Arabel	4/H	FR	U	0.90	0.80 ↑ 0.80
37 Fortifications	H	FR	U	1.30	1.00 ↑ 0.80
38 Fortifications	H	FR	U	1.00	0.80 ↑ 0.80
39 Selune	H	FR	U	0.90	0.80 ↑ 0.80
40 Peasant Uprising	H	FR	U	0.90	0.80 ↑ 0.80
41 Alias the Sell-Sword	6/He	FR	U	1.20	0.80 ↑ 0.80
42 King Azoun IV	7/He	FR	R	2.40	1.50 ↑ 1.00
43 Maligor the Red	3/W	FR	R	3.10	2.10 ↑ 1.40
44 Elminster the Mage	9/W	FR	U	2.10	2.00 ↑ 1.00
45 Drizzt Do'Urden	8/He	FR	C	1.40	1.00 ↑ 1.00
46 Midnight...	7/W	FR	R	4.70	3.40 ↑ 2.40
47 Torg Mac Cei...	6/He	FR	U	1.00	1.00 ↑ 0.80
48 The Pereghost	7/M	FR	R	2.30	1.70 ↑ 1.20
49 Bruenor Bilehmr	5/He	FR	R	4.00	3.30 ↑ 1.40
50 Marco Volo	3/He	FR	U	1.20	0.80 ↑ 0.40
51 The Harpers	6/He	FR	C	0.70	0.60 ↑ 0.40
52 Gnomes of Samek	4/He	FR	U	0.70	0.70 ↑ 0.50
53 Adventurers!	3/He	FR	C	0.60	0.40 ↑ 0.30
54 War Party	Al	AD&D	C	0.40	0.30 ↑ 0.30
55 Crime Lord	7/He	FR	U	2.00	2.00 ↑ 1.00
56 Adventurers	4/He	FR	C	0.50	0.30 ↑ 0.30
57 The Jotunslayers	4/He	FR	C	0.80	0.50 ↑ 0.40
58 Armies of Bldstne	Al	AD&D	U	0.80	0.80 ↑ 0.50
59 The Iron Legion	Al	AD&D	C	0.40	0.40 ↑ 0.30
60 Tergoz Tenhammer	5/He	GH	C	0.40	0.40 ↑ 0.30
61 Myrmidons	Al	AD&D	R	2.60	1.80 ↑ 1.50
62 The Magister	4/W	FR	R	1.40	0.90 ↑ 0.50
63 Karlott the Shaman	4/Cl	FR	U	0.70	0.70 ↑ 0.50
64 King Halvor II	5/He	FR	U	0.80	0.80 ↑ 0.50
65 Pteranodon	Al	AD&D	C	0.60	0.30 ↑ 0.30
66 The Gorgosaurus	Al	AD&D	R	1.90	1.30 ↑ 1.00
67 The Greater Feyr	5/M	FR	R	1.90	1.50 ↑ 1.30
68 Cleric of Gond	4/Cl	FR	R	1.50	1.20 ↑ 0.60
69 Cleric of Torm	5/Cl	FR	R	1.50	1.00 ↑ 0.50
70 Cleric of Mask	4/Cl	FR	R	1.70	1.30 ↑ 0.50
71 Drow Matron	5/W	FR	U	1.00	0.80 ↑ 0.80
72 Dracolich	6/M	FR	R	2.80	2.00 ↑ 1.30
73 Vasos Flameslayer	5/He	FR	R	2.10	1.50 ↑ 1.30
74 Allais of the Mists	5/He	FR	C	0.70	0.40 ↓ 0.40
75 Grypht the Saurial	4/W	FR	U	0.70	0.70 ↑ 0.50
76 Worden Ironfist	Dwfe	FR	R	2.60	2.50 ↑ 1.50
77 Amarill	3/Cl	FR	U	1.10	0.80 ↑ 0.80
78 Joliet the Rash	4/He	FR	C	0.40	0.40 ↑ 0.30
79 Dwarf of Earthfast	2/He	FR	C	0.70	0.40 ↑ 0.40
80 The Black Courser	4/M	FR	R	3.10	2.10 ↑ 1.40
81 Hornhead Saurial	Al	AD&D	C	0.40	0.30 ↑ 0.30
82 Dagrande	4/He	FR	U	0.70	0.70 ↑ 0.50
83 Mind Flayer	Al	AD&D	R	2.80	2.40 ↑ 1.40
84 Noble Djinni	Al	AD&D	R	2.50	2.00 ↑ 1.30
85 Hubadae	4/He	FR	R	1.50	1.00 1.00
86 Intellect Devourer	Al	AD&D	U	1.10	1.00 ↑ 0.80
87 Shandrill	3/He	FR	C	0.60	0.40 ↑ 0.30
88 Triceratops	Al	AD&D	R	3.00	2.30 ↑ 1.50
89 Cleric of Malar	4/Cl	FR	C	0.70	0.40 ↑ 0.30
90 Airship	Ev	AD&D	U	1.00	0.90 ↑ 0.80
91 Bad Omens	Ev	AD&D	C	0.60	0.40 ↑ 0.30
92 Fortunate Omens	Ev	AD&D	C	0.70	0.40 ↑ 0.40
93 Rod of Shapechange	A	FR	U	1.20	0.90 ↑ 0.80
94 Dwarven Hammer	MI	AD&D	R	1.90	1.50 ↑ 1.00
95 Staff of Striking	MI	AD&D	R	1.90	1.30 ↑ 1.00
96 Horrors of the Abyss	WSp	AD&D	U	1.00	0.90 ↑ 0.80
97 Flameblade	MI	AD&D	R	1.50	1.00 ↑ 0.90
98 Fig. of Wndrs Pwr	MI	AD&D	C	0.50	0.30 ↑ 0.30
99 Cataclysm	Ev	AD&D	U	2.00	2.00 ↑ 1.10
100 Good Fortune	Ev	AD&D	U	1.10	1.00 ↑ 0.60
101 Surprise Raid	Ev	AD&D	C	0.80	0.70 ↑ 0.50
102 Bnr of the One-Eyed	MI	AD&D	C	0.50	0.40 ↑ 0.30
103 Viperhand	MI	AD&D	U	0.90	0.80 ↑ 0.80
104 Orb of Doom	MI	AD&D	C	0.60	0.50 ↑ 0.30
105 Staff of Conjuring	MI	AD&D	C	1.00	0.60 ↑ 0.40
106 Spell of Formless Hrr	WSp	AD&D	U	1.00	0.80 ↑ 0.80
107 Safe Harbor!	Ev	AD&D	R	1.80	1.50 ↑ 1.10
108 Labor of Legend	Ev	AD&D	C	0.60	0.40 ↑ 0.30
109 Wand of Light	MI	AD&D	U	0.80	0.80 ↑ 0.80
110 Elf Galleon	AL	AD&D	R	1.50	1.00 ↑ 0.90
111 The Free City of GH	R	GH	R	3.10	2.10 ↑ 1.40
112 The Lands of Iuz	R	GH	U	1.00	0.80 ↑ 0.80
113 The Pomarj	R	GH	RLM	1.10	1.00 ↑ 0.40
114 Hold o/the Sea Prncs	I/R	GH	RLM	1.10	1.00 ↑ 0.40
115 The Yeomanry	R	GH	RLM	1.10	1.00 ↑ 0.30
116 Blackmoor	R	GH	U	1.00	0.80 ↑ 0.80
117 The Horned Society	R	GH	RLM	0.60	0.50 ↑ 0.30
118 The Wolf Nomads	R	GH	RLM	0.60	0.50 ↑ 0.30
119 Sterich	R	GH	RLM	0.60	0.50 ↑ 0.40
120 Nyrond	R	GH	RLM	0.60	0.50 ↑ 0.40
121 Veluna	R	GH	RLM	0.60	0.50 ↑ 0.40
122 Furyondy	R	GH	RLM	0.60	0.50 ↑ 0.30
123 The Great Kingdom	R	GH	R	2.40	1.50 1.50
124 Temple of Elem. Evil	R	GH	U	1.00	1.00 0.90
125 Greyhawk Ruins	R	GH	U	1.00	0.90 ↑ 0.80
126 Perrenland	R	GH	RLM	0.60	0.50 ↑ 0.30
127 Keoland	R	GH	RLM	0.60	0.50 ↑ 0.40
128 Celene	R	GH	RLM	0.60	0.50 ↑ 0.30
129 The Bright Desert	R	GH	RLM	1.10	1.00 ↑ 0.40
130 Theocracy o/the Pale	R	GH	RLM	1.10	1.00 ↑ 0.30
131 The Bone March	R	GH	RLM	1.10	1.00 ↑ 0.40
132 The Duchy of Ernst	R	GH	RLM	0.60	0.50 ↑ 0.30
133 The Sea Barons	R	GH	RLM	1.10	1.00 ↑ 0.40
134 Bissel	R	GH	C	0.70	0.40 ↑ 0.30
135 The Scarlet Brthrhd	R	GH	U	1.00	0.90 ↑ 0.80
136 Irongate	R	GH	RLM	1.10	1.00 ↑ 0.40
137 Principality of Ulek	R	GH	C	0.40	0.30 ↑ 0.30
138 County of Sunndi	R	GH	C	0.40	0.30 ↑ 0.30
139 Duchy of Tenh	R	GH	C	0.40	0.30 ↑ 0.30
140 Burneal Forest	R	GH	C	0.70	0.40 ↑ 0.30
141 Castle Hart	H	GH	C	0.60	0.40 ↑ 0.30
142 Arms o/the Hrnd Soc.	H	GH	R	2.60	2.50 ↑ 1.50
143 Arms of Iuz	H	GH	R	1.90	1.50 ↑ 1.00
144 Arms of Greyhawk	H	GH	R	1.90	1.50 1.50
145 Arms o/the Gr. Kngdm	H	GH	R	1.90	1.50 1.50
146 Arms of Furyondy	H	GH	C	0.70	0.40 ↑ 0.30
147 Arms of Nyrond	H	GH	C	0.70	0.40 ↑ 0.30
148 Skull Keep	H	GH	C	0.80	0.50 ↑ 0.40
149 Fortification	H	GH	C	0.70	0.50 ↑ 0.30
150 Siege!	Ev	AD&D	U	1.00	0.80 ↑ 0.80
151 War Banner	MI	AD&D	C	1.00	0.70 ↑ 0.40
152 Codex o/the Inf. Pln	A	GH	C	0.80	0.50 ↑ 0.50
153 Crystal o/the Eb. Flm	MI	AD&D	U	0.90	0.90 ↑ 0.80
154 Hordes of Cstle GH	Al	GH	R	1.50	1.00 1.00
155 Skeletal Horde	5/M	GH	C	0.60	0.40 ↑ 0.30
156 Eye & Hnd of Vecna	A	GH	U	1.30	1.00 ↑ 0.90
157 Orb of Dragonkind	A	GH	U	1.00	1.00 ↑ 0.80
158 Baba Yaga's Hut	A	GH	U	1.10	1.00 ↑ 0.80
159 Chariot of Lyrex	A	GH	R	2.40	1.50 ↑ 1.00
160 Cup of Al'Akbar	A	GH	U	1.30	1.20 ↑ 1.00
161 Rary theTraitor	4/W	GH	C	0.80	0.40 ↑ 0.40
162 Mordenkainen	7/W	GH	R	2.90	2.50 ↑ 1.30
163 Tysiln San	5/W	GH	U	0.90	0.80 ↑ 0.80
164 Otto	6/W	GH	R	2.40	1.90 ↑ 1.40
165 Mica the Wolf-Nmd	7/W	GH	R	2.40	1.50 ↑ 1.30
166 Lolth, the Spider Qu	9/M	GH	R	3.00	2.80 ↑ 2.10
167 Iuz the Evil	8/M	GH	U	2.10	2.00 ↑ 1.10
168 Mutiny!	Ev	AD&D	R	1.90	1.50 ↑ 1.00
169 Swordwraith	Al	AD&D	R	1.90	1.50 ↑ 0.90
170 Sysania	4/Cl	GH	U	0.90	0.80 ↑ 0.80
171 Kiara of Chendl	2/He	GH	U	1.00	0.80 ↑ 0.80
172 Hettman Tsurin	2/He	GH	R	1.90	1.50 ↑ 1.00
173 Griffon	MI	AD&D	R	1.70	1.30 ↑ 1.00
174 Sea Zombie	Al	AD&D	R	1.50	1.00 1.00
175 Mist Wolf	Ev	AD&D	R	2.00	1.50 ↑ 1.00
176 Tyrinon	5/He	GH	U	0.90	0.80 ↑ 0.80
177 Quamiela the Dragon	5/Dr	GH	U	0.90	0.80 ↑ 0.80
178 Seragrimm the Just	5/He	GH	R	1.50	1.00 ↑ 0.90
179 Skulk	Al	AD&D	R	1.70	1.30 ↑ 1.00
180 Beserk Fury!	Ev	GH	R	1.90	1.50 1.50
181 Wolf Nomads	4/He	GH	C	0.70	0.40 ↑ 0.30
182 Zadoc	Al	AD&D	R	1.40	0.90 ↑ 0.50
183 Miles	Al	AD&D	U	0.60	0.60 ↑ 0.50
184 Trystan	Al	AD&D	C	0.40	0.30 ↑ 0.30
185 Thorvid	5/He	GH	R	1.90	1.50 ↑ 1.30
186 Fairy Madness	Ev	AD&D	R	1.90	1.50 ↑ 1.30
187 Nenioc	5/Cl	GH	U	0.80	0.80 ↑ 0.80
188 Young Gold Dragon	4/M	GH	C	1.00	0.50 ↑ 0.40
189 Arch-Druid	4/Cl	GH	R	3.90	2.90 ↑ 1.60
190 Hell Hound	Al	AD&D	U	1.20	1.00 ↑ 0.80
191 Griffon	4/M	GH	R	1.50	1.00 1.00
192 Giant Skeleton	Al	AD&D	R	2.40	1.50 ↑ 1.30
193 Skeleton	Al	AD&D	C	0.40	0.30 ↑ 0.30
194 Winged Horror	7/M	GH	U	1.00	0.90 ↑ 0.90
195 Trnts o/the Grndwd	Al	AD&D	U	1.50	1.50 ↑ 0.80
196 Rangers o/the Hrnwd	4He	GH	C	0.40	0.40 ↑ 0.30
197 Magical Barding	MI	AD&D	R	1.50	1.00 1.00
198 Border Forts	H	GH	C	0.70	0.40 ↑ 0.30
199 Ren's Crystal Ball	A	GH	C	0.80	0.40 ↑ 0.30
200 Falcon Figurine	MI	AD&D	U	0.80	0.80 ↑ 0.70
201 Transformation!	Ev	AD&D	C	0.60	0.50 0.50
202 Enslaved!	Ev	AD&D	U	0.90	0.90 ↑ 0.80
203 Siege	Ev	AD&D	C	0.80	0.50 ↑ 0.40
204 Bribery!	Ev	AD&D	R	1.70	1.30 ↑ 1.00
205 Charge!	Ev	AD&D	U	1.00	0.90 ↑ 0.80
206 Magic Sword	MI	AD&D	C	0.70	0.40 ↑ 0.40
207 Enlarge	WSp	AD&D	R	1.50	1.00 1.00
208 Ring of Shooting Str	MI	AD&D	R	2.00	1.60 ↑ 1.10
209 Arms of Veluna	H	GH	C	0.80	0.50 ↑ 0.30
210 Fast Talking!	Ev	AD&D	U	1.00	0.90 ↑ 0.80
211 Flight	WSp	AD&D	C	0.60	0.40 ↑ 0.30
212 Shapechange	WSp	AD&D	R	2.10	1.50 ↑ 1.00
213 Barbarian Raiders!	Ev	AD&D	R	1.50	1.00 1.00
214 Treasure Fleet	Ev	AD&D	R	1.50	1.00 1.00
215 Potion o/Fire-Brthng	MI	AD&D	R	2.00	1.50 ↑ 1.00
216 Arms o/the Shld Lnds	H	GH	C	0.70	0.60 ↑ 0.50
217 Net of Entrapment	MI	AD&D	U	1.20	0.90 ↑ 0.80
218 Johydee's Mask	A	GH	R	2.60	1.80 ↑ 1.70
219 Helm of Teleprtn	MI	AD&D	R	3.90	2.80 ↑ 1.90
220 Rod of Dispel Magic	A	GH	U	1.00	1.00 ↑ 0.90
221 Draj	R	DS	RLM	1.10	1.00 ↑ 0.50
222 Raam	R	DS	RLM	1.10	1.00 ↑ 0.40
223 Urik	4/R	DS	RLM	1.10	1.00 ↑ 0.60
224 Tyr	5/R	DS	RLM	1.10	1.00 ↑ 0.60
225 Gulg	7/R	DS	U	1.00	1.00 ↑ 0.90
226 Nibenay	R	DS	U	1.10	1.00 ↑ 0.60
227 Balic	R	DS	RLM	1.10	1.00 ↑ 0.60
228 The Mud Palace	H	DS	U	1.10	0.90 ↑ 0.80
229 North Ledopolus	H	DS	U	1.00	0.90 ↑ 0.80
230 South Ledopolus	H	DS	U	1.00	0.90 ↑ 0.80
231 Altaruk	H	DS	C	0.60	0.40 ↑ 0.30
232 Salt View	H	DS	C	0.60	0.40 ↑ 0.30
233 Ogo	H	DS	U	1.00	0.80 ↑ 0.80
234 Makla	H	DS	U	1.00	0.90 ↑ 0.80
235 Kalidnay	H	DS	C	0.80	0.50 ↑ 0.40
236 Arkhold	H	DS	C	0.70	0.50 ↑ 0.30
237 Salt View	H	DS	C	0.60	0.40 ↑ 0.30
238 Waverly	H	DS	R	2.00	1.80 ↑ 1.50
239 Bodach	H	DS	R	2.40	1.90 ↑ 1.50
240 Glustenal	H	DS	U	1.20	1.00 ↑ 0.80
241 Yaramuke	H	DS	C	0.70	0.40 ↑ 0.30
242 Lost Oasis	H	DS	C	0.80	0.50 ↑ 0.40
243 Grak's Pool	H	DS	C	0.90	0.70 ↑ 0.50
244 Silver Spring	H	DS	C	0.80	0.50 ↑ 0.30
245 Bitter Well	H	DS	C	0.70	0.40 ↑ 0.30
246 Black Waters	H	DS	C	0.80	0.50 ↑ 0.40
247 Fort Melidor	H	DS	C	0.70	0.50 ↑ 0.30
248 Dungeon of Gulg	H	DS	C	0.60	0.40 ↑ 0.30
249 Ziggurat	H	DS	U	1.10	1.00 ↑ 0.80
250 Temple	H	DS	C	0.60	0.40 ↑ 0.30
251 Mogadisho's Horde	Al	AD&D	C	1.10	0.90 ↑ 0.30
252 Assassins	Al	AD&D	U	0.90	0.80 ↑ 0.60
253 Hafling Mercenaries	Al	AD&D	C	0.30	0.30 ↑ 0.20
254 War Band	Al	AD&D	C	0.40	0.40 ↑ 0.30
255 Kank Lancers	Al	AD&D	U	1.00	1.00 ↑ 0.90
256 Nomad Mercenaries	Al	AD&D	C	0.30	0.30 ↑ 0.30
257 Gladiators	Al	AD&D	U	1.90	1.50 ↑ 1.40
258 Rikus	6/He	DS	U	1.40	1.00 ↑ 0.90
259 Neeva	7/He	DS	R	3.00	3.00 ↑ 1.50
260 Sadira	4/W	DS	C	0.60	0.50 ↑ 0.40
261 Agis	5/W	DS	U	1.10	1.00 ↑ 0.90
262 Anavias	2/He	DS	R	1.90	1.50 ↑ 1.00
263 Vaerhirmana	4/W	DS	R	1.50	1.00 ↑ 0.90
264 Herminard	4/He	DS	C	0.40	0.40 ↑ 0.30
265 Tkkyl	3/He	DS	C	0.40	0.30 ↑ 0.30
266 Azhul	4/He	DS	U	0.70	0.70 ↑ 0.50
267 Chividal	2/He	DS	R	1.70	1.30 ↑ 1.00
268 Baqual	2/Cl	DS	C	0.40	0.30 ↑ 0.30
269 Rowan	Al	AD&D	U	0.80	0.70 ↑ 0.50
270 Shayira	3/Cl	DS	C	0.50	0.30 ↑ 0.30
271 Ashathra	Al	AD&D	C	0.30	0.30 ↑ 0.30
272 Stug	Al	AD&D	C	0.30	0.30 ↑ 0.30
273 Ka'Cha	Al	AD&D	U	0.80	0.80 ↑ 0.50

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261 Agis	5/W	DS	U	1.10	1.00	0.90
262 Anavias	2/He	DS	R	1.90	1.50	1.00
263 Vaerhirmana	4/W	DS	R	1.50	1.00	0.90
264 Herminard	4/He	DS	C	0.40	0.40	0.30
265 Tkkyl	3/He	DS	C	0.40	0.30	0.30
266 Azhul	4/He	DS	U	0.70	0.70	0.50
267 Chividal	2/He	DS	R	1.70	1.30	1.00
268 Baqual	2/Cl	DS	C	0.40	0.30	0.30
269 Rowan	Al	AD&D	U	0.80	0.70	0.50
270 Shayira	3/Cl	DS	C	0.50	0.30	0.30
271 Ashathra	Al	AD&D	C	0.30	0.30	0.30
272 Stug	Al	AD&D	C	0.30	0.30	0.30
273 Ka'Cha	Al	AD&D	U	0.80	0.80	0.50
274 Galek	Al	AD&D	C	0.30	0.30	0.30
275 Wind Dancers	Ev	AD&D	U	0.90	0.90	0.80
276 Water Hunters	Ev	AD&D	C	0.60	0.40	0.40
277 Silver Hands	Ev	AD&D	U	1.00	0.90	0.80
278 Sky Singers	Ev	AD&D	C	1.00	0.80	0.50
279 Silt Stalkers	A	AD&D	C	0.50	0.30	0.30
280 Night Runners	Al	AD&D	U	0.80	0.80	0.70
281 So-ut	Al	AD&D	R	1.50	1.00	0.50
282 Cistern Fiend	2/M	DS	C	0.60	0.50	0.30
283 Sloth	Al	AD&D	C	0.30	0.30	0.20
284 Mul Savage	6/M	DS	R	1.50	1.00	1.00
285 Inhuman	Al	AD&D	U	0.70	0.70	0.50
286 Pyreen	Al	AD&D	R	1.50	1.00	0.50
287 Cha'thrang	Al	AD&D	U	0.60	0.60	0.50
288 Spirit of the Land	Ev	AD&D	R	2.10	1.50	1.00
289 Thri-kreen	Al	AD&D	R	1.40	0.90	0.50
290 Wijon	Al	AD&D	C	0.30	0.30	0.30
291 Mikor	Al	AD&D	U	0.70	0.70	0.50
292 Salicia	Al	AD&D	R	1.50	1.20	0.60
293 Zurn	Al	AD&D	U	0.60	0.60	0.50
294 Powell	Al	AD&D	C	0.30	0.30	0.20
295 Baber	Al	AD&D	R	1.40	0.90	0.50
296 Wachter	Al	AD&D	C	0.30	0.30	0.30
297 Foucault	Al	AD&D	U	0.70	0.70	0.50
298 Stef'fa Naf'ski	5/M	DS	R	1.50	1.00	1.00
299 Captain Kazhal	9/He	DS	R	4.60	4.10	2.80
300 Dlasva	3/He	DS	U	0.90	0.80	0.80
301 Tithlan	5/He	DS	R	3.00	2.40	1.00
302 Verrasi	Al	AD&D	U	0.70	0.70	0.50
303 Defiler	6/W	DS	C	0.60	0.50	0.50
304 Dragon King	8/M	DS	R	4.00	3.30	2.10
305 Borys	9/M	DS	R	3.10	2.50	2.00
306 Preserver	6/W	DS	C	0.80	0.60	0.50
307 Punisher	Al	AD&D	C	0.50	0.40	0.30
308 Gith	Al	AD&D	U	0.60	0.60	0.50
309 Tiger	Al	AD&D	C	0.30	0.30	0.20
310 Orb of Power	MI	AD&D	C	0.60	0.50	0.30
311 Rings of All Seeing	MI	AD&D	U	0.90	0.90	0.80
312 Treasure	Ev	AD&D	C	0.80	0.70	0.50
313 Shield of Destrctn	MI	AD&D	C	0.50	0.30	0.30
314 Shield of Anhltn	MI	AD&D	U	0.80	0.80	0.70
315 Shield of Dvstn	MI	AD&D	C	0.50	0.40	0.30
316 Shield of Wckdns	MI	AD&D	C	0.80	0.60	0.50
317 Shield of Gore	MI	AD&D	U	0.90	0.80	0.80
318 The Hrtwd Spr	A	DS	C	1.50	1.30	0.60
319 The Caravan	Ev	AD&D	C	1.50	1.20	0.50
320 The Necklace	MI	AD&D	U	0.80	0.80	0.80
321 Elemental Cleric	2/Cl	DS	C	0.60	0.40	0.40
322 Elven Archer	Al	AD&D	R	1.40	0.90	0.50
323 The Outcast	5/He	DS	R	1.70	1.30	1.00
324 Thugs	Al	AD&D	U	0.60	0.60	0.50
325 Desert Warrior	2/He	DS	R	2.00	1.50	1.00
326 Desert Warrior	3/He	DS	R	1.50	1.00	1.00
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328 Marauder	Al	AD&D	C	0.40	0.30	0.30
329 Shaqat Beetles	Al	AD&D	C	0.30	0.30	0.20
330 Tembo	3/M	DS	U	0.80	0.80	0.70
331 Fireball	WSp	AD&D	C	0.70	0.40	0.40
332 Lightning Bolt	WSp	AD&D	C	1.30	1.20	0.40
333 Paralyze	WSp	AD&D	C	0.70	0.60	0.40
334 Magic Missle	WSp	AD&D	C	0.50	0.40	0.30
335 Wall of Fire	WSp	AD&D	C	0.60	0.50	0.40
336 Wall of Iron	WSp	AD&D	C	0.60	0.40	0.40
337 Wall of Stone	WSp	AD&D	C	0.60	0.50	0.50
338 Wall of Force	WSp	AD&D	C	0.80	0.70	0.50
339 Invisibility	WSp	AD&D	R	3.00	2.30	1.50
340 Cone of Cold	WSp	AD&D	C	0.60	0.50	0.50
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350 Cure Serious Wnds	ClSp	AD&D	C	0.40	0.30	0.30
351 Sticks to Snakes	ClSp	AD&D	C	0.40	0.40	0.30
352 Blade Barrier	ClSp	AD&D	R	2.20	1.30	1.00
353 Bless	ClSp	AD&D	C	0.50	0.40	0.30
354 Sanctuary	ClSp	AD&D	R	2.20	1.30	1.00
355 Wind Walk	ClSp	AD&D	R	2.40	1.30	1.00
356 Bark Skin	ClSp	AD&D	C	0.40	0.30	0.30
357 Charm	WSp	AD&D	C	0.70	0.60	0.40
358 Dispel Magic	ClSp	AD&D	C	0.70	0.60	0.40
359 Darkness	ClSp	AD&D	C	0.60	0.50	0.30
360 Protection	ClSp	AD&D	C	0.60	0.40	0.30
361 Chariot of Sustarre	ClSp	AD&D	C	0.50	0.40	0.30
362 Sunray	ClSp	AD&D	R	3.00	2.30	1.30
363 Wall of Throns	ClSp	AD&D	C	0.50	0.30	0.30
364 Wall of Fore	ClSp	AD&D	U	0.80	0.80	0.70
365 Holy Word	ClSp	AD&D	C	0.60	0.40	0.40
366 Raise Dead	ClSp	AD&D	R	2.10	1.50	1.00
367 Flame Strike	ClSp	AD&D	U	1.00	0.90	0.80
368 Protection fr. Lghtng	ClSp	AD&D	C	0.50	0.40	0.30
369 Silence	ClSp	AD&D	U	1.00	1.00	0.80
370 Invisibility to Und.	ClSp	AD&D	C	0.50	0.40	0.30
371 Wall of Fog	WSp	AD&D	C	0.50	0.40	0.30
372 Forget	WSp	AD&D	C	0.60	0.40	0.30
373 Web	WSp	AD&D	C	0.50	0.30	0.30
374 Blink	WSp	AD&D	C	0.60	0.40	0.40
375 Hold Undead	WSp	AD&D	C	0.50	0.40	0.30
376 Charm Monster	WSp	AD&D	C	0.60	0.40	0.40
377 Wind of Dsnchntmnt	Ev	AD&D	R	2.00	1.60	1.10
378 Black Tentacles	WSp	AD&D	U	0.90	0.90	0.80
379 Fire Shield	WSp	AD&D	U	0.90	0.80	0.80
380 Ice Storm	Ev	AD&D	C	0.60	0.50	0.40
381 Phantasmal Killer	WSp	AD&D	R	2.60	1.50	1.00
382 Solid Fog	Ev	AD&D	C	0.60	0.40	0.40
383 Animate Dead	WSp	AD&D	C	0.60	0.40	0.40
384 Cloudkill	WSp	AD&D	C	0.60	0.50	0.30
385 Feeble Mind	WSp	AD&D	C	0.60	0.50	0.30
386 Magic Jar	WSp	AD&D	C	0.60	0.40	0.40
387 Faithful Hound	Ev	AD&D	C	0.70	0.40	0.40
388 Passwall	WSp	AD&D	C	0.60	0.40	0.30
389 Rock to Mud	WSp	AD&D	C	0.60	0.40	0.40
390 Chain Lghtng	WSp	AD&D	C	0.60	0.50	0.50
391 Death Fog	WSp	AD&D	C	0.80	0.50	0.50
392 Death Spell	WSp	AD&D	C	1.20	0.90	0.50
393 Disintegrate	WSp	AD&D	R	8.00	4.80	1.50
394 Geas	WSp	AD&D	C	0.60	0.40	0.40
395 Banishment	WSp	AD&D	C	0.70	0.60	0.40
396 Control Undead	WSp	AD&D	C	0.60	0.50	0.30
397 Finger of Death	WSp	AD&D	C	0.70	0.60	0.40
398 Spell Turning	WSp	AD&D	C	0.90	0.80	0.50
399 Ancient Curse	Ev	AD&D	R	2.10	1.50	1.50
400 Calm	Ev	AD&D	C	1.10	1.00	0.50
1 Sakornia	He	AD&D	SP	2.60	2.50	1.80
2 Edomira, Red Drgn	M	AD&D	SP	2.60	2.50	2.00
3 Gloriana	W	AD&D	SP	2.60	2.50	1.80
4 Gib Ekim	Wr	AD&D	SP	2.60	2.50	1.20
5 Neirgral, Gr. Drgn	7/M	AD&D	SP	2.60	2.50	2.00
6 Dagaronzie, Gr. Drgn	8/M	AD&D	SP	2.60	2.50	1.80
7 Fejyelsae	He	AD&D	SP	2.60	2.50	2.00
8 Dragon Rage!	Ev	AD&D	SP	2.60	2.50	2.00
9 Shalbaal, Red Drgn	6/M	AD&D	SP	2.90	2.50	2.00
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16 Halcyon	7/Cl	AD&D	SP	2.60	2.50	2.00
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19 Red Zeb	9/M	AD&D	SP	2.60	2.50	2.00
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Four Corners

Illustration by Julie Baroh

ALASKA

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Randy Lockard

Hello from the Last Frontier!

WOW the art from Wizards of the Coast's Ice Age looks absolutely great... by far, some of the best. Anyone who doesn't like the art from Fallen Empires or Ice Age, simply can't be pleased and should find a new hobby.

Ice Age is slated to be a standalone game, playable without Magic: The Gathering, or as an expansion for Magic. Ice Age will be available in Starters and Boosters, beginning in February. Land will only be found in the Starter Decks. Good move on WotC's part! Many of our nation's top Magic players are working on a chemical solution that will change all of our extra Land into food pellets for Third World Countries. If we succeed, world hunger will end immediately!

I believe that I am speaking for all of the stores listed in Scrye, when I say that we are not miracle workers. Please do not get angry at us for not having the specific cards you may need or the exact information that you require. Most of us do our absolute best when it comes to trying to serve you. Too many times I have answered the phone like this: "Hello, Hobbycraft, may I help you?" "You got any Moxes?" "Not right now, but... click." A simple thank you goes miles with us. Also, your letters are answered much more quickly if you send a self-addressed STAMPED envelope. If you have a question about rules and require an answer, feel free to call us. We will answer it if we can. Don't get mad at us if you don't like the answer... we were just trying to be nice.

On a lighter note... if you like the artwork from the various games, let the artists know! They are human too. (Well, most of them.) I have yet to have a single one of them not reply to letters that I have sent to them. They like the public's approval and they do respond. Really, I don't understand how they come up with the time to take care of all of us who write to them. They are great!

I would like to thank you on behalf of everyone here at Hobbycraft for your patronage throughout the year and wish all of you the most MAGIC-al year possible!

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Mike Perrino

Welcome to the New Year! 1995 will be the year of the crap shoot for many of us retailers, as we struggle to make the buying decisions in the collectible card game market. Feedback from informed customers will be very important and Scrye and other magazines will be a key resource.

As the close of 1994 fast approaches, Star Trek: TNG Customizable Card Game has proven to be a big hit with both card game players and the Star Trek market itself. The few retailers with any black bordered stock left in Alberta are charging up to $10 per pack. LTD black border Starters are being sold in the $15 to $25 range in Alberta and Saskatchewan. Some concern has been raised about the shortage of Rare cards, especially the main characters, in Starter Decks. I opened 8 Starter Decks (there are 12 in a box) for my own collection and was pleased to score a Data, William Riker and 3 Artifacts. A box of boosters seems to have, on average, about the same number of valuable cards. Thanks for the numerous orders we received from our good neighbors to the south, by the way.

The white border ST:TNG cards are another story... Originally, we had expected only 15% of the entire order before Xmas. What a surprise when the entire order arrived at once! The market is flooded up here and packs are easily bought at between $3 and $4 for boosters, starters $11 to $13. This is a golden opportunity for players and collectors alike, with a great product in abundant supply. Come Valentine's Day these cards may be getting into short supply, due to a panic sell-off at the retail level in late December.

Many players are using the ultra-pro mini top loaders since I started playing with my ST:TNG cards in them. This works really well for seeding the space line, since keeping track of the cards can get a bit hectic. Take an engraver, permanent black felt pen, a p-touch label or whatever and put your name/initials on the small logo on the right hand corner. Makes life a lot simpler, not to mention protecting your valuable cards.

Magic continues to do extremely well, although ST:TNG out-sold it 2:1, despite the expansions (The Dark, Fallen Empires). Fallen Empires had a strong start but the response from customers has been varied. Many enjoy the high quality of the cards, brilliant artwork and richer color, but some players have voiced dislike over the duplicated cards, 4 different pieces of artwork or not, and the lack of flying creatures. A whole new market seems to have opened up for something to be used for tokens, since so many of the Fallen Empires cards use them. Availability is extremely good and packs can be bought for typically between $2.50 and $3.50.

The single Magic card market continues to prosper and all of the discontinued cards garner the best prices. Moxes/Lotus at the high end are usually $30 to $40 depending on condition.

The Dark is getting very scarce, however packs can still be found for between $4 to $7 if you are willing to do some scrounging. Legends were last seen at $35 per sealed pack and I haven't been able to confirm Arabian Nights packs at any price, anywhere in Alberta.

Revised boosters for Magic are in short supply and the average price is about $4 per pack; while starters have been maintaining a fairly steady supply at an average price of $13.50 per deck. Some retailers have offered them at two for $20 recently.

Collector's Editions can still be found for about $200, in sealed boxes and used sets in excellent condition have been seen, occasionally, at $100.

Jyhad had a little spurt for awhile, likely spurred by the clarified rules released with the issue of The Duelist #3, in late November. The Jyhad players are a dedicated bunch, slowly building their collection, buying packs from retailers at about $3 to $4 per booster, starters at $14 to $15 each. Players are anxious for an expansion for Jyhad, or at least a white border set with some card revisions. Still not a singles market of any consequence.

Interest is very strong in the future expansions; Ice Age (apparently due in April) and Best of '94. The concept of a

Four Corners

stand-alone expansion is worrying a lot of players as their homes are already carrying a second mortgage to finance their collections! Everyone is anxiously awaiting WotC's final decision on the contents of this expansion. No less can be said for the Best of '94 expansion. Will this be good for players, as previously discontinued cards re-appear, bringing down the prices for the originals, but evening out the playing field for players who have been unable to obtain these cards? Or will the hard-core players become annoyed that their prized cards have lost some of their value?

Spellfire and Jyhad have both lost a little momentum since ST:TNG came out. Dragonlance/Ravenloft demand has tapered off and their sales are at about $3 to $3.50 per pack. First edition starters and boosters are still in ample supply here.

Interest in new games has been moderate: Battletech, Wyvern and I:NWO seem to top the list. Doomtrooper, SimCity and The Great Dalmuti have raised a few curious eyebrows. Has everyone overlooked the expansion for Nuclear War, by the way? I pulled my 10-year old copy of Nuclear War out of the closet, cracked open a few new boosters and sat down to teach four teenagers the game.

They loved it and now its becoming a staple at our meeting, as well as on the store shelves.

I'll finish with an invitation to retailers to contact me at (403) 458-3312, FAX: (403) 458-0331, or by address 74053,645 at CompuServe. I would love to know what is hot and what's not at your store, as well as your feedback on the collectible card game market.

BRITISH COLUMBIA

Galaxy
#6 - 149 Fulford-Ganges Road
Ganges, Saltspring Island
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V8K 2K5
Alex Klenman

FALLEN EMPIRES

Great looking set, best artwork since Legends. The emphasis of this set is on 'soldier' decks and it didn't take long for Thallid decks and Thrulls decks to show up. In fact, green and white were significantly pumped up thanks to this expansion. White 'weenie' decks were happy to add Icatian Town, Hand of Justice and all of the other Icatian cards. Combat Medic works nicely too.

Overall, a nice set, adding plenty of playable cards to the mix. Collectible? That's another story. With the print run hovering around 300 million, it will never be as sought after as the earlier expansions. However, with the growing popularity of the game, believe it or not, it could be absorbed by the masses before too long. WotC should take a hard look at the collectible angle of their expansion products. If they do it right, they'll stick around a lot longer than they will if they just go for the almighty dollar right now.

HOT CARDS

Out-of-print cards, particularly Black Lotus, Icy Manipulator, Time Walk, Chaos Orb, Gauntlet of Might and Moxes. I could sell Icy's all day long (if I had them!). The Black Lotus has shot up in price so fast, it has caught a lot of people off guard. Before you come down too hard on dealers for asking and getting $100 or more for a Lotus, remember it is the buyer who legitimizes the transaction by paying the prices. Like it or not, collectors have begun to look at their Alpha, Beta, Legends, Antiquities and Arabians as investments.

Hot expansion stuff includes Guardian Beast, Drop of Honey, Diamond Valley, Ring of Ma'ruf, Ali from Cairo, Island of Wak Wak and Singing Tree from Arabian Nights; Obelisk of Undoing, Argivian Archaeologist, Feldon's Cane and Tawno's Coffin from Antiquities: All of the Elder Dragons, Dakkon Blackblade, Hazezon Tamar, Spirit Link, Killer Bees, Carrion Ants and The Wretched from Legends; Maze of Ith, Barl's Cage, Witch Hunter, Preacher and Safe Haven from The Dark. It is too early to tell what is hot with Fallen Empires, but Hand of Justice and Icatian Town seems to get the nod as the early winners.

DECK COMBOS

Hack Decks seem to work well. Load your white and blue deck with Magical Hack and Sleight of Mind. Change your Northern Paladin, Exorcist, Karma, Lifetap and Circle of Protection, to fit the situation.

Ramses Overdark-Creature Bond is effective. Creature Bond with Festival-Siren's Call works well too. Hazezon Tamar/Armageddon is mean. Here's a nasty one if you can pull it off: Cast All Hallow's Eve, then kill all creatures in play with a Wrath of God. Then, immediately waste your opponents graveyard with a Tormod's Crypt. With All Hallow's Eve bring all your creatures from the graveyard back into play. It can get even nastier by playing a Concordant Crossroads to attack immediately with your resurrected Armada.

All white decks with Tundra Wolves, Pikemen, Savannah Lions, Thunder Spirits, Crusades, Angelic Voices and Icatian Town from Fallen Empires. Overwhelm your opponent, then cast an Armageddon. Sword of the Ages works well when you've got ten 3/3 creatures in play! Another good one (it is slow but effective) is Barl's Cage-Kismet-Royal Assassin - a blue-white-black combo which can frustrate your opponent. The Kismet taps just about anything your opponent puts down. Keep their creatures tapped in the Cage, adding a Power Artifact to make it easier on your Mana. Throw in some Twiddles and Paralyze, along with a couple of Icy Manipulators to tap whatever manages to untap. Make caged creatures attack with Nettling Imps, snap off any creature that hits the table tapped with your Assassins. Throw in a couple of Serra Angels, Mahamotti Djinns and a Doppleganger or two to provide you with damage capabilities. Add Skull of Orm to retrieve your enchantments, a Guardian Beast to protect your valuable artifacts (with a Spectral Cloak) and an Argivian Archaeologist to retrieve the Artifacts that do hit your graveyard. Plenty of Counterspells and Flash Counters are a must.

Star Trek:TNG

Good looking set, sold like hot cakes when it hit the shelves - very high quality images. That first week, Trek games dominated the tables in our store. Some people were even quick to announce Trek as the new *King of the Game Card Hill*. However, one week later, the same tables were filled once again with Magic players.

The game is somewhat entertaining, relying heavily on Dilemma cards. One drawback is that once you assemble the big-time crew, you can win a lot of games. Therefore, 'buying a win' isn't out of the question. Trek is certainly not as complex as Magic, but thanks to the billion dollar Trek empire it should stay popular for awhile.

Jyhad & Other Games

Gamers have taken to Jyhad, but it is obvious that the complexity of the game

Four Corners

will prevent it from ever reaching the sales figures of The Gathering. However, WotC should be congratulated for creating yet another classic game. Hot singles seem to be Ivory Bow, Monocle of Clarity and Talbot's Chainsaw. We are experiencing little or no interest in other singles though.

Illuminati came in and has been picked up by a few gamers. Doomtrooper just arrived and the cards look great. We'll have to see how the game plays. Wyvern should be here in a day or two and from what we have heard, it looks good. We'll have to see if the distributor hype turns out to be true. I could fill this magazine but it will have to wait until next time. Until then, have fun and keep playing.

CALIFORNIA

Gator Games

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Jean Seaborg

The biggest welcome last week was the arrival of Star Trek Unlimited which flew off the shelves. (We were sold out of Star Trek Limited in 3 days.) I keep hearing over and over that this game is less combative than Magic: The Gathering, therefore, couples are enjoying the game more. This definitely looks to be the most popular card game after M:TG; you might want to try it out. On my last trading day I saw a Data card go for a used Black Lotus. Whoa! Second most popular cards seem to be Picard and The Enterprise. The collectors are seriously into this game.

Whispering Wood is out by HarperPrism. The book is selling very well for only being out a week or so. Everyone's wondering what new card will be offered with the book.

Most Popular Cards

Fallen Empires: So far, 95% of my customers like the expansion. Most wanted cards include: all the Land Cards, especially Rainbow Vale, Ebon Praetor, Goblin Warrens and Hand of Justice. Most people like the fact that the Commons have 3 or 4 different pictures on the card.

Legends: The Wretched and Mirror Universe.

Out of Prints: Moxes and Black Lotus (of course).

Revised: Royal Assassin and Shivan Dragon. Forks and Serra's are hot here because there are so many rumors that they will be changed or discontinued when the new Revised comes out.

Arabian Nights: All from Cairo and Guardian Beast.

Antiquities: Colossus of Sardia and Candelabra of Tawnos.

New Products: Illuminati seems to be the next most awaited game. I am not hearing much of a response for Dixie: Bull Run (Civil War card game by Columbia) or Doomtrooper. Galactic Empires is getting a mixed response, but most people seem to prefer Star Trek. I have heard, that the second series of Galactic cards are much better than the first. Artists, such as NeNe Thomas, Mark Poole and others, have done the artwork, so I suspect that the game will be picking up collectors, at the very least.

Reaper Miniatures are producing their second Scrye life counter - the first is now sold out. If you like the first series, you had better hope that your local store still have some in stock. The new Scrye counter is a sorcerer casting a spell over his head. It was designed by Julie Guthrie (designer and sculptor of many lead and pewter figures). It will be available this month in a 24 kt. gold-plated version for $16.95. It also comes unpainted (so you can paint them yourself) for $5.95. Reaper is also making the Scrye life counter available with just the pointer disc so that you can add your favorite figure to it. It sells for $4.95. They are thinking of making colored versions of it and, if produced, they will be available in January. We are supposed to get some of the prototypes this month, so I will let you know what my customers think of them. I sold over 200 of the first series and we have all of the colors in stock - it would make the perfect present for the Magic player who has everything.

In the next issue I'll give my reactions to all the new card games which came out just in time for Christmas.

COLORADO

Infinity Comics & Cards

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Jonathan Greschler

Greetings from Colorado and Infinity. With more and more card games coming out each month, there are two questions that need to be addressed: Which card games are fantastic? And, how can I afford all of these fantastic games?

Old-timers will remember when Dungeons and Dragons first came out and the tons of look-alike games that followed. They might tell you: Look at everything, buy a few things and only make major investments in a handful of games. Sooner or later there will be an implosion. There will be five or so really popular collectible card games and the rest will either hang out as games with a small, but loyal, following or go to the great game factory in the sky.

I know several gamers who have tried a new collectible card game; decided they didn't like it and traded cards from the new game for those from a game which they really enjoyed. Trying the new game ended up costing them a lot less and they got to try something new. This works best when the game is brand new and people are still looking for that elusive "full set". The demand for the new cards usually makes trading fairly easy.

What Is A Rare Card?

Rare is a relative term. Is a Guardian Beast Rare? If it is just a U2, then how come it is so expensive and hard to find? Well, some would say that it is a Rare Uncommon. To Infinity "rarity" is too often confused with frequency. When you see "rarity" at the top of a column, it means frequency: The number of a particular card printed. Was there one in a box? Were there three in a box? The number printed is a guide to initial frequency, but not overall rarity.

Something difficult to obtain is rare. This means it has a low frequency and a high demand. Star Trek: The Next Generation has come up with a new twist on rarity. There are 121 Rare cards, 121 Uncommon cards and 121 Common cards in a full Star Trek set. Guinen, though mentioned in one mission and seen in some advertisements for the game, is not among them. (I guess she is extremely rare.) Frequency is based strictly on the number of a particular card in a Pack or Starter. Of the fifteen cards in a Booster, there is only one "Rare" card. This means that you could open three boxes of Boosters and never see the same card twice. The bridge crew is not any more Rare than some Rare space mission. However, the bridge crew is in higher demand. They have the same frequency, but not the same rarity.

Demand is the final arbiter of rarity. A card may be Uncommon, but if the demand is high it will cost a lot more as a single card than a card that is printed in the same number, but is not as effective.

Frequency is based on the initial print run; price is based upon demand. Rarity is directly affected by frequency and demand.

Illuminati: NWO

Illuminati, the ultimate conspiracy game, has been selling out all over this area; almost as if someone or something is trying to prevent widespread distribution. Do not be prevented from trying out this new game. - not that anyone would try to influence you.

Magic: Hottest Cards

The three most expensive cards and the card that has shown the greatest appreciation from each edition are as follows:

In Alpha, Beta and Unlimited: Black Lotus, Forcefield and Gauntlet of Might, while Icy Manipulator has shown the greatest appreciation.

In Arabian Nights: Ali from Cairo, Singing Tree and Old Man of the Sea. The Juzam Djinn has shown the greatest appreciation.

In Legends: Mirror Universe, Carrion Ants and the Wretched. Mirror Universe has shown the most appreciation.

In Antiquities: Argivian Archaeologist, Candelabra of Tawnos and Colossus of Sardia. Mishra's Factories have shown the greatest appreciation.

In The Dark: Stone Calendar, Hidden Path and Exorcist. The

Four Corners

Dark prices have remained fairly stable, with no one card appreciating dramatically. **In Revised:** Shivan Dragon, Royal Assassin and Vesuvan Doppleganger. Fork has shown the most appreciation. Till next Time... Preacher Lifechisel!

DELAWARE

The Days of Knights

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John M. Corradin

Greetings and Felicitations from the First State! I hope this finds you in the best of health and that you had the very best of holidays. The new year begins with gaming entering a whole new era starring the Collectible Trading Card Games. Can collectible trading dice games be far behind? Wading through the deluge of new card games is a bit like skinny-dipping at a toxic waste plant - oh so dangerous but nonetheless exhilarating.

Card Trends

Magic: The Gathering

Card prices seem to have entered into a period of adjustment. Out-of-print Unlimited and Arabians, which escalated due to scarcity, are beginning to settle in price. Legends prices have started to climb. The demand for these cards is finally outstripping the supply. Antiquities have never developed a following, although the prices have recently risen due to new player curiosity. Since Dark Boosters remain in copious supply there has been virtually no change in price. Fallen Empires which has, in my opinion, the best artwork to date, may never become valuable due to the large print run.

Star Trek

This new kid on the block packs quite a wallop. Prices and demand for this product have far outpaced Magic during a comparable period. Warning - Star Trek has two advantages. First, it is following on Magic's coattail and, secondly, it has a built-in collector's base which is not dependent on the game. The Magic phenomenon was driven first and foremost because it was a great game.

Collectors jumped aboard later. The opposite is true for Star Trek, yet if the game catches on it could eventually surpass Magic. The game is a weaker two-player game than Magic and, therefore, may never become quite as popular. Yet it is very challenging and exciting as you add more players. Black borders are going to be a gold mine for years to come. Remember, when pricing or buying, the familiarity and popularity of the character, entity or concept portrayed determines the ultimate value. Because the primary consumer is the Star Trek Collector, I expect the white borders to have a moderate success. If there's one thing I've learned about Star Trek, it's to never underestimate its popularity.

Illuminati

Just arriving in the stores as of this writing. It should be an instant success. Steve Jackson discontinued the basic game, which had a rather sizable following, in favor of the new fad format. This should ensure not only immediate sales but solid continuing sales. Illuminati will have the advantage of having thousands of skilled players needing only a brief introduction to start playing. The game requires a great deal of skill and strategy to win, and is immediately enjoyable to play. The cards look super but my guess is that they will not stand up well to continuous play. So watch out when playing with the Limited Edition, if you are a serious collector.

Strategy Tips

Some new interesting combos: Four Nether Shadows and a Life Chisel is a tough five-card combination to get out but once in play, it is practically an automatic win. Unlimited life points tend to do that for you. Fallen Empires' Breeding Pit has spawned a couple of intriguing moves. Coupled with The Lord of the Pit, it takes the worry out of being close to the big guy. While in play with a Sengir Vampire and a Soul Exchange, it gives you the staggering possibility of a Sengir Army. That's all for now! Many thanks to my customers around the world, especially my Aussie mate, Tom Foley, who keeps me informed as to Magic in the land Down-Under.

FLORIDA

Coliseum of Comics

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Paul H. Lewis II

Hello once again from the Sunshine State! I hope everyone had a Happy Holiday and picked up all the cool cards you have been waiting for, especially John M. and Linda! The last month or so has been a very busy time for the card market, with the release of more Fallen Empires, Star Trek:TNG White Border Edition (silly name), Doomtrooper (very neat) and Illuminati: NWO. Of course, this year will make last year look like a drop in the bucket in terms of the number of collectible card games coming out. Not only will we see more stuff from WotC, with the releases of Ice Age and Sampler Packs, but a host of other card game companies will begin their assault on the card market. What an interesting year this will be!

Star Trek:TNG has been selling extremely well, in both Limited and Unlimited Editions. The Limited Edition is being bought up mostly by collectors, while many people are picking up 'white border' packs, mainly for game play, believe it or not. WOW, what a concept! Of course Picard and the U.S.S. Enterprise are the two biggest sellers, followed by Riker, Worf and Data. The prices for the Limited Edition cards vary widely with Picard and Enterprise cards starting from a paltry $15 each, to a whopping $60 each. The rest of the cards range from 25 cents for Commons, up to about $12 for Rares. The 'white border' cards are selling for about 1/2 to 2/3 of the Limited edition prices. From what I have seen so far, this game is a hit and should continue to grow. Let's just hope that Decipher will keep up with the demand and keep their product fresh with an expansion or two. Oh yeah, where are the ultra-rare cards?? Anyone?? Anyone??

Fallen Empires has done very well in my area despite the small size of the first shipment. The cards are pretty neat and make for some interesting combos. The darker look and artwork is a definite plus and may take the sting out of the distribution problem! Let's hope that the release of other expansion sets will be in a more timely manner. No matter how many problems WotC has, you gotta love 'em.

The single card market continues to grow in leaps and bounds and I see no end in sight. It seems that the oops from the Alpha/Beta run are being gobbled up at an unbelievable rate by people looking more to finish their sets rather than for actual play. The unlimited oops are being bought up mostly by people who want that one special card to complete their, 'I'm the greatest Magic player in the universe, so kneel-down-before-me deck'. It seems that players and collectors alike can't get enough of Arabian Nights and Legends. I would almost bet my last box of Arabian Nights that it is that way pretty much everywhere! Singles from The Dark and Antiquities are a little on the slow side, with only a select few from either set being in demand. If and when the Sampler packs come, we may see some of the expansion set singles take a slight dip in price as players who started late get a shot at some of the cards that they want at a cheaper price. Only time will tell! The hottest cards in my area right now are: Black Lotus, any Mox, Time Walk, Gauntlet of Might, Icy Manipulator, Guardian Beast, Old Man of the Sea, Elder Dragons, Fallen Angel and Jovial Evil.

Before I close, let's take one last look at what is out there. As card games go, M:TG is still the champ, with ST:TNG runner up. Other honorable mentions include Wyvern, Illuminati, Jyhad and Doomtrooper. Until next month...

IDAHO

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Four Corners

Shanandoe Brizendine

Well, it's been an entire month and I know you've greatly missed my words of wisdom. Star Trek has certainly caused a fervor among card collectors and Trekkies alike. The latest report I heard was a Picard going for $40 to $50. A bit outrageous to me but believable. The game plays very well, except for the minor packaging problems. Even at $3 a pack the photos are still worth every penny.

On to Jyhad. Definitely on the upswring in this area. It is gaining favor among players desiring something more stimulating with tons of strategy and political backstabbing. With the influx of new games, however, I have been very lax in my game play and have no time to sit down for a good round.

Fallen Empires has had a fairly positive response. The art is the best I've seen yet from the Wizards and the common cards are the best in the set. I have heard a few complaints about the multiple common pictures. But I like them and they certainly keep the set from being boring. The only problem I can think of is that the huge print run might be too big. Only time will tell!

Ice Age is due out in May and promises to be big! With starters and boosters both, the appeal is there for beginners and pros alike. It will also carry a different colored border to easily distinguish it from other sets but still be fully compatible with Magic. Look for a possible price increase on these cards as well.

As usual, if I had Mox or Black Lotus I could sell them by the dozens (and no I don't want any!) The usual phone call asks for Discontinued first, Ali from Cairo second, Carrion Ants third and then any of an entire host of other hot rares. Poor revised gets the least attention these days but should pick up with the changing of the guard in the near future.

This one's short and sweet so have a great New Year! Next issue look for a little more on Jyhad (really, I will truly write about it) and the new stuff as it comes out. See ya!

ILLINOIS

Heroes Unlimited, Inc.

259 E. Irving Park Road
Roselle, IL 60172
(708) 980-1080
Tom Klein

Password please... requesting network attention... connection completed.

Capt. Picard: Hmm-m-m... he does seem to be gaining some small measure of success with his archaic computing device.

Riker: Notice how he uses the keyboard instead of a voice command. How tedious!

Captain: Perhaps... let's zoom in more closely to see if that machine is capable of responding.

Riker: How peculiar... the box-shaped mechanism next to the computing device is spewing out data relevant to Star Fleet Command. They do seem to have a fascination with our existence!

Star Trek players take note: American Online has become an information base for frequently asked questions (FAQ) concerning this card game. Decipher Inc. provides information under the name of DAnswerMan@aol.com. This service can supply information regarding print runs, rule interpretations, functions of specific cards and future expansions. DAnswerMan can also direct players to specific news groups on the Internet, with active discussions on playing tips and strategies.

Meanwhile, on the sales frontier, Black Bordered Limited cards are leaving at warp speed. Leading the way are the Rare cards: Data, Picard, Enterprise, Borg Ship, Crosis and all Artifacts. Popular Uncommons include Kevin Uxbridge, Amanda Rogers, Q2 and Temporal Rift.

I've started creating custom starter decks for those players who wish to begin with a specific Alliance: Federation, Romulan or Klingon. These decks supply the necessary outposts, mission cards, ships and personnel to start playing immediately. These custom decks result from concerns regarding sorting difficulties in the factory Starter Decks. Included are 2 Rares, 13 Uncommons and 45 Commons.

Magic still maintains its strong hold on the collectible card game market. As I write this, approximately 36% of Fallen Empires has been shipped. Due to the staggered shipments and the unavailability of Revised Boosters for holiday shoppers, sales have been very brisk! However, the new year might bring some changes. With almost 64% of this expansion set still to be released, I project excellent bargains ahead!

I receive over 30 calls, each day, for single Magic cards; a slight decrease from the past, but easily balanced by the growing popularity of single Star Trek cards. Calls continue for past favorites, such as: Black Lotus, the Moxes, Lich, Chaos Orb and Ali from Cairo. The introduction of Fallen Empires has generated a demand for Diamond Valley, introduced in Arabian Nights, and Lord of Atlantis which is available in Alpha, Beta and Unlimited.

The release of Wyvern, SimCity, Illuminati and Doomtrooper, combined with the planned expansions of Star Trek and Magic: The Gathering, make 1995 a promising year!

INDIANA

Premier Comics

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Mark Cooper

"Space: The Final Frontier. These are the voyages of Decipher Games, Star Trek: The Next Generation Customizable Card Game. Its on-going mission: To Explore Strange New Card Worlds; To Seek Out New Card Players And New Card Civilizations; To Boldly Go Where No Card Game Has Gone Before."

This game plays as smoothly as a Star Trek episode and with 363 collectible cards it's a gamer's dream, but a collector's nightmare. With Rare cards truly describing the word rare, the Limited cards are selling great and with white border out now, it only adds to the excitement of this great game. The rules are straight forward and easy to understand. The cards come from Carta Mundi in Belgium and with a cardstock 2 grades higher than Magic, these cards will stand up to the toughest handling. The 60-card Starter and 15-card Booster seem to be the industry standard for packaging.

Decipher has paid great attention to detail, enabling this game to be used for some out-of-this world expansions! Galactic Empires is out and sales have been slow. It seems that most people are not happy with the fact that they don't get to tear the wrapper off this new card game and I can't say that I blame them. The last thing this market needs is another Spellfire.

Jyhad for the most part is selling well here, however, I get calls all day long from stores around the country trying to get rid of their extra Starters and Boosters. I feel that most of this is due to WotC delaying shipments. This game started out like a house on fire, but quickly put itself out. Many people are playing on a regular basis, but getting the same number of players interested, as there were in the beginning, has been a real problem because they lost interest when the product wasn't available.

Magic... what can I say that hasn't already been said about this game. The cards that are hot are mostly the same: Lotus, Mox, Ali from Cairo, Icy Manipulator, Guardian Beast, Gauntlet of Might, Killer Bees, Carrion Ants and Lich. Fallen Empires has come and gone and is back again. With all of the mail orders it has been pretty busy. Oh... and don't forget, Santa stopped by for all those boxes for girls and boys who have been good for at least a couple of weeks. Well... must answer that phone again - hope everyone had a wonderful Christmas and a Happy New Year!

MICHIGAN

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WarHorse Hobbies

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Linda Corrie

Four Corners

Happy New Year from WarHorse Hobbies of Houghton and Peru! Our sales are just picking up and of course one of the big sellers is card games. Once again, here are our slightly opinionated comments on some of the card games out on the market today:

Magic: The Gathering

Our first shipment of Fallen Empires arrived and sold out one week before our next shipment was due in. Our customers at both stores are thrilled with this expansion! WotC has outdone itself on both the playability and artwork of these cards. We have seen successful decks based entirely on these new cards and we have seen them give revised cards a new boost. Our customers consider Fallen Empires to be a high level set because of the sacrifices, counters, and other advanced concepts involved with the cards. The most sought after cards for this set are: Icatian Store, Dwarven Hold, Bottomless Vault, Sand Silos, Sea Singer, Vodalian Mage, Fungal Bloom, Vodalian Knights, and Ebon Praetor. The rarest cards in this area are: Derelor, Ebon Praetor, Icatian Town, Rainbow Vale, Fungal Bloom, and Icatian Lieutenant. Now that I have sung the praises of WotC, it is time for a little criticism. Has anyone else out there tried the WotC hotline? We gave it a spin and were very disappointed. We asked the same question on three different occasions and received three different answers. Come on guys, if all you are going to do is guess, we could have saved ourselves some long distance charges (Hmm...WotC and AT&T - a new merger?). Our biggest complaint: what kind of outfit runs out of their product just in time to frustrate Christmas shoppers? Was this a planned strategy to get people to buy more Fallen Empires? Or was it stumbling incompetence which seems to permeate all business aspects of this company? That is for you, Honored Customer, to decide.

Jyhad

Our Jyhad sales have taken an alarming turn for the worse. There are still people out there playing the game, but they seem to be satisfied with their decks. We feel an expansion set may help sales, who wouldn't want a Ravanos stealth deck or a Giovanni vote card? Popular single cards for this area are RPG Launcher (so hard to get we thought it was a rumor), Renegade Garou, and Thadius Zho.

Spellfire

Yeah, right!

Star Trek

Our Star Trek cards sold out very quickly in both of our stores and the surrounding areas. We sold most of our cards to Trekkies who loved the pictures and could quote the dialog which went along with each photo. Most of our customers are trying to build an Enterprise crew deck, which is probably a common goal for most players. We thought the game was easy to learn and fun to play, but it cost a lot of money to get enough cards to make a full deck. Our customers were dismayed to learn that the black border cards were already sold out. Sought after cards for this area are: any Enterprise bridge crew and any outposts.

Other Games

As a small chain, WarHorse Hobbies has to pick and choose which card games to carry. We chose not to carry Steve Jackson's Illuminati because his roleplaying games don't sell well in our area. However, we received some free cards in the mail, and we may change our decision. The artwork and card stock are both appealing (who can resist a card depicting Al Gore hugging a tree?). We still have no plans to carry SimCity, On the Edge, Galactic Empires, or Blood Wars. However, we plan to carry Wyvern, Doomtrooper, and Flights of Fantasy.

MISSOURI

Games Crafts Hobbies & Stuff

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Dave Meisel

Greetings from the Gateway City! **ARABIAN NIGHTS:** I really don't see why everyone thinks that this set is so wonderful. Yes, there are some very good cards in it but when your opponent plays a City in a Bottle, you have been stymied. Sure, you could play a "no you can't play that" card, but your counter can be countered just as well. All in all, just don't depend on your Guardian Beast to protect your Artifacts. **ANTIQUITIES:** I really like this expansion! The Lands are very versatile and the way you can manipulate Artifacts with each color, in its own way, really works. Again, though, there is a card that really thwarts this series: Golgothian Sylex.. **LEGENDS:** This came and went so fast that I never really had time to use it in a deck, however, I think that the cards which could be of value in a deck are: Righteous Avengers, Kismet, Angelic Voices, Seeker, Wall of Lights (Slight of Mind, this!) Presence of the Master, Spirit Link, Cleanse (Slight of Mind, this!), Carrion Ant's, Abomination, Greed, Mountain Yeti, Serpent Generator, Mirror Universe, North Star, Horn of Deafening, Nova Pentacle, All Mana Batteries, Arboria, Cocoon, Storm Seeker, Pixie Queen, Deadfall, Winter Blast, Killer Bees, Eureka, Whirling Dervish, Radjan Spirit, Rubinia Soulsinger, Ramses Overdark, Gabriel Angelfire, Dakkon Blackblade, Gwendlyn Di Corei, Jacques Vert, Princess Lucrezia, Riven Turnbull, Tuknir Deathlock, Stangg, Sunastian Falconer, Acid Rain, Mana Drain, Field of Dreams, Spectral Cloak, Puppet Master, Juxtapose, Prejudice and the all too weak, Arena of the Ancients. **THE DARK:** No card here to keep you from stacking your decks with this expansion! Witch Hunter is my favorite. Just tap him to put Ali from Cairo back in your opponent's hand and then hit him with another Witch Hunter. The Fountain of Youth gives any color the advantage of white.

Forgotten Combos

Power Sink and Candelabra of Tawnos; use the candelabra to untap your opponents Lands.

Living Artifact and Jade Monolith; if you have more than one living Artifact, you can actually gain lives.

Bottle of Suleiman and Reverse Polarity; sometimes you actually want the bottle to fail. It is a win-win situation.

Argivian Archaeologist and Black Lotus; tap the Lotus for three white, use the Archaeologist to bring it to your hand, play it for one free white Mana.

Veteran Bodyguard and Regeneration; awfully hard to kill you.

Ashnod's Transmogrant and Steal Artifact; I always wanted one of those.

Now let's try black: Four Demonic Hordes, one Mind Twist, three Disrupting Sceptors, four Hypnotic Specter, four Sink Hole, four Blight, four Mindstab Thrull, four Hymn to Tourach, four Animate Dead, two Chains of Mephistopheles, two Underworld Dreams, two Gloom, four Dark Ritual, twenty-four Swamp.

NEVADA

Asgaard Hobbies

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Karl Anderl

Before I go any further... I most humbly apologize for any rash or harsh judgments that I may have voiced with regards to WotC. Just when I thought that I would have no Boosters to sell at Christmas, they arrived as WotC had said they would. Not only do I thank you, but so do my customers who wanted to buy them as gifts. So, for the record: Thanks WotC, I shall doubt you no more!

There are so many games to deal with now so I will just start at the top.

Magic - Regular Boosters and Starters move out constantly. Even with all the new games available, everyone still keeps M:TG as the King of the Hill. Fallen Empires are selling well, but not creating any fever. Most players pull out the Spawning Bed and Deep Spawn and lump the rest in with their other 'non-deck' cards. I am looking forward to Ice Age in the Spring of '95. It will be a great opportunity for the newer players to start a game, with no disadvantage to the others who have played longer. No more Moxes, Black Lotuses, Lichs, Force Fields or Time Walks to contend with.

1995 should be a great year for M:TG. With the 'Sampler '94' expansion rumored for release, the runaway pricing should slow down on many out-of-print cards.

Four Corners

Jyhad - I am pleased to announce that many M:TG players are beginning to look at Jyhad as a new game option. Even my most jaded Magic junkie (that's you Leo) can be found occasionally playing Jyhad in our gaming room. Sales are picking up steadily and we could be looking at a fairly popular game if White Wolf comes out with an expansion that can be used with it.

ST:TNG - Not only did the Enterprise boldly go where no man had gone before... so did the prices of the Limited Edition. Booster packs are commanding prices in excess of $8 and show no signs of slowing. Limited Edition crew cards are in the highest demand. I have heard that a black bordered Picard sold for $100... OUCH! The game is actually fun and doesn't require a huge outlay of money to build a good deck. Thanks to the strength of the Star Trek genre, this should be a steady seller well into '95.

Illuminati: New World Order - Has come and gone. My entire first shipment sold out in one day. This game is going to be a huge hit. We had more fun reading the cards than we did playing our first few games. From our initial play here in the shop, it seems that Starters will be as important (sell as well) as Boosters, as they have the base cards which determine most of the game. I can't recommend this game strongly enough. P.S. Who has the original art for Bjorne. I must have it. I nearly wet myself... I laughed so hard at this card.

The others - Spellfire showed a few beats of life with the Ravenloft and Dragonlance expansions. Unfortunately, it went right back into its coma.
On The Edge sells slowly, but steadily. I have a few customers who play and have introduced a few to it. It is a good game - just overshadowed by Magic.

Galactic Empires is in serious danger of becoming Galactic Spellfire. First, the art is really weak. Some of the cards are simply reversed negatives of others... come on. They have tried to fix this by quickly getting new art and releasing the new cards. That's great! What do I do with the other ones? But, to be fair, Galactic Empires is a fun game which needs to be played by many to be at its best.

We are eagerly anticipating the release of Doomtrooper (although there's already a distributing problem at Heartbreaker), the art looks too good. I personally hope that Echelons of Fire/Fury will be good. I loved Up Front from Avalon Hill and will give both of these a good try. Wyvern may be out by the time you read this. All indications are that this game will be a major sleeper. I hope that the rumored Star Wars game becomes a reality. I can't wait to play my Darth Vader card against a pack of bothersome Ewoks and that pud Lando.

Well, that's it for this month. Hope the Holidays were enjoyable for all and best of luck in the New Year. See you in a month.
P.S. Caveat Emptor.

NEW MEXICO

Wargames West on Central
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Glenn Godard

The ABC's of 1994

A: Is for Arabian Nights which began the year selling for $1.45 per Booster and finished the year selling for $40 each - a whopping increase of 2700%.
B: Is for Black Lotus - the card which started on top and broke even further from the pack.
C: Is for Cards. It didn't really matter what it was - each manufacturer figured if they put it on cards, it would sell. For the most part, they were right. Watch for cards to dominate '95 too.
D: Is for Doomtrooper, the late arrival, which showed lots of promise, but didn't provide enough of the product to test its mettle.
E: Is for Edition, as in 5th, which hasn't even arrived yet and is already the talk of the town. Can you guess which Revised cards are going, going, gone. Early money is on Serra Angels, Forks, Birds of Paradise, Kird Apes, Shivan Dragons, and a probable host of other cards you love to use but hate to see the other guy play. Guess right and you could win the lottery.
F: Is for Flops - the games of '94 that rushed into the marketplace with too little development or too little art direction and quickly discovered what the customer was and was not looking for.
G: Is for Goblins - they struck early, they struck often and, by year's end, even the kobolds were overwhelmed by the runts.
H: Is for Homarid & Vodalians, & Thallids, & Thrulls and all the rest of the new hires in Fallen Empires. The set which plays great, looks even better, yet may end up being the least valuable expansion set.
I: Is for Illuminati, the new offering from Steven Jackson & crew. Plays great, but is less filling in the art department.
J: Is for Jyhad, the Summer release from WotC/White Wolf, which hit hot and has floundered lately. WotC has promised a reworking and perhaps a new name which is spelled correctly.
K: Is for Killer Decks which started the year in vogue and have fallen from sight. Today, almost no one plays without some restrictions, 'cuz, it just ain't fair'.
L: Is for (guess what) Legends. This epic release was tremendously under printed, leading to what will eventually be the most valuable expansion set ever.
M: Is for (another guess what) Moxes. They come in all flavors and the marketplace chased them with a vengeance. One customer of ours took the famous line from Gump and coined the expression, 'Life is just a box of Moxes'.
N: Is for Nightmares. No, not the card, but the trouble with properly stocking (sometimes just stocking) the cards as they came and went.
O: Is for On The Edge and its new lingo, which led to one of our favorite sayings, 'I'm Cranking for Influence!'.
P: Is for Promo cards... the magazine cards, the novel cards, the mail in cards, the DragonCon cards. In all their various forms, these puppies both delighted and annoyed customers, while creating a new demand for painkillers from the manufacturers.
Q: Is for Q, the ultimate dilemma in Decipher's new Star Trek:CCG.
R: Is for Revised, which was the end of the Unlimited (which wasn't) and the end of a whole series of killer cards.
S: Is for - Oh, boy, what to put here?? Spellfire... maybe Serra Angels or Shivan Dragons, I suppose. No, S is really for Scrye... the magazine conceived in a sleep-deprived stupor, in New Orleans, which helped to define a brand new niche.
T: Is for every Tom, Dick and Harry who started selling Magic:The Gathering, in his hometown. From a recent report, Magic was available at a local 7-Eleven.
U: Is for U.S.S. Enterprise, another of the premier Star Trek cards.
V: Is for the Vision which Peter Adkison and Richard Garfield used to create and mold this niche.
W: Is for the Wisdom which many of us gained in the collectible card market this year.
X: Is for Xenophobic which is how many roleplayers reacted to card players in 1994.

Especially amusing when you consider that 20 years ago roleplayers were treated the same way by the games of that time. The more things change the more they stay the same.
Y: Is for Yotian Soldier of Antiquities fame. Yes, Antiquities! You remember... those cards that came and went - seemed like years ago.
Z: Is for Zoo Hunting Grounds - which is where I'll end up if I try to write the ABC's again.

NEW JERSEY

Game Master, Ltd.
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Hail and Hello from the Game Master! We moved to this location over a year ago and since we moved to these larger quarters, the card game systems have exploded beyond our wildest imaginings. I remember when a customer started buying our first Magic cards, in our old store, and we were surprised when he came back and bought out our entire stock, which consisted of a couple of starters and a few boosters. We couldn't understand, at the time, why he was

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so interested in 'Just' a card game... Since that fateful day, we've been swamped by the sheer number of players. We, fortunately have an extremely large gaming area, which at any time of the day will be packed with people playing Magic or other card games. But on with the show...

Series and Sets

Fallen Empires has proven to be an incredible seller, outselling the Dark and every other Magic supplement, except for Legends. The cards seem to disappear as soon as they hit the door. The artwork and many of the new and powerful cards have made this a memorable series. We still have packs from The Dark, Legends and Antiquities and they still sell fairly well. Star Trek is selling very well, with both Black border and Unlimited series cards available. We are currently in the process of arranging tournaments for Star Trek, in a similar manner to our Magic tournaments. We started the Magic tournaments a few months ago, on Wednesdays, with about 12 people showing up. Now we have over 50 people who swarm our store to catch up on new combinations, trade, sell or pick up new cards.

Galactic Empires just released its updated 1st edition set and players are investigating this new game, however, most are waiting for the upcoming expansions.

As I write this article, Illuminati has just arrived and we've sold as much in the first day as we did when Fallen Empires first came in. Players are working with it and, from the laughter, it appears that it will prove to be another popular addition to the card game category. The system is fairly simple to learn as it follows many of the principles of the earlier game, except with money, and it uses counters in a similar way to some Magic cards. The basic premise of the game is to take over the world (or at least your small corner of it) and you do this by destroying the power of other Illuminati (secret organizations that control the world) by gaining control of various world and other influential organizations and causing other Illuminati to lose control of theirs. For instance; your Illuminati (ex Servants of Cthulhu) has taken control of a group known as Wall Street, which has control of New York and Dentists. Each group has the power to take over and to resist being taken over and may have special powers to assist or hamper you. Play continues until one of the players has control of enough groups to win. There are no 'life-points', but if you are ever without any groups, you are out of the game. It should be a fine addition to the card game circuit as tactics, back stabbing and evil pacts are the name of the game.

The Rise & Fall of Giants

Sales of Jyhad have dwindled and we still have a significant number of starters and boosters available. It seems that it was just too different and the game took too long to take off. With no aspersions to TSR, their Spellfire system died before it left the starting gates. We are looking forward to unloading the cards that we have, so any takers would be welcome.

Pricing & Out-of-Prints

We were rather surprised by the price jump in the out-of-print Rares. We've always had access to these Rare cards in our area, but with Moxes and Lotuses going for the price of full boxes, we don't know how long they will maintain that price limit. Then again, the rumors about a Sampler expansion have been passed around, which would mean that many of the out-of-print cards would be reproduced (with the exception of the cards which unbalance the game). In addition, we are anxiously awaiting new booster boxes and the rumors about them are even more grandiose. We hope that they will re-enter the market soon or some of our newer players may become discouraged by their inability to get even simple cards, like Lightning Bolts or Fireballs.

Decks & Combinations

Since Fallen Empires was released many new decks have been created, most of them made possible by the new cards in the set. Some examples of theme decks are: Thallid, Dwarven, Goblin, Merfolk, Homarid and Icatian decks.

Another new popular combination is the Red/White deck, with Icatian Towns, Forks, Crusades and Jihad. The four simple 1/1 townsfolk of the Town can easily become eight 7/6 powerhouses! Another new combination is the Green/Black Sacrificial decks, with Thallid Devourers, Elvish Farmer, Breeding Pits, Ebon Praetors, Lords of the Pit and Fallen Angels. Another new deck that I've worked with for fun is a new kind of Land Destructor. It is Red/Green/Black and has Stone Rains, Ice Storms, Sinkhole, Strip Mines, Dingus Eggs and a Rare, but unused card, Kudzu. In addition, the deck uses Urza's lands, Llanowar Elves, Initiates of the Ebon Hand, Sisters of the Flame and a few Mana producing Artifacts.

ONTARIO

Silver Snail

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Caroline Julian

Well... it's getting pretty cold out there but card games are still the hottest thing around. There's almost too many to choose from! It's that time of year when people wander around the store, list in hand, looking for stocking goodies and asking for that card game. There used to be only one answer, but now...

MAGIC

MT:G is still going strong for us on the singles market but it's frustrating to be out of Revised at this time of year. The special Christmas gift packs didn't last long at all! I fear that the big push for Fallen Empires really knocked printing/shipping schedules out of wack. People really seem to like Fallen Empires, especially those who favor white and most people like the variant art schemes on the Commons. Prices for The Dark cards have leveled out at last and are selling steadily, however, prices for Arabian Nights continue to climb and Legends are as outrageous as ever. Out-of-prints barely last an hour after they arrive in the store.

The hottest cards for us right now are: Forcefield, Lich, Guardian Beast, Archaeologist, Underworld Dreams, Dakkon Blackblade, Tetsuo Umezawa, Maze of Ith, any Mana Battery, any Dragons, War Barge, Fork and Ali from Cairo.

JYHAD

Our custom decks are still going strong - we get lots of requests for specific clans or combos and a strong singles market has developed as people work on their own special strategies. Few are buying to finish a set - most are players trying to find that magic (pardon the pun) combination. I have also seen very little speculation on Jyhad cards, unlike Magic where there has been a marked increase, lately, of people hoarding OOPs and Legends.

Smiling Jack, Aaron's Feeding Razor, The Spawning Pool, Golconda, Talbot's Chainsaw and Soul Gem, are very popular cards right now.

STAR TREK

Well, the Limited Edition blew out of here at near-warp speed. Both Limited Starters and Boosters are going for extreme prices... when you can find them. Fortunately, the Unlimited Edition came in hot on the heels of the Limited and only the diehard collectors seem to care which edition their cards are from. I haven't seen much crossover into the pure Trekker market, as yet. Most people buying the cards are gamers who happen to like Star Trek, however, it is an extremely hot Christmas seller and people are buying them for that friend of theirs who likes Trek. The singles market is still very unstable. Federation Bridge crew are trading extremely high and selling for near-ridiculous prices. I had one customer boast to me about how he bought his Limited Picard from a friend for only thirty bucks. Even M:TG prices didn't skyrocket this fast!

Besides the obvious Bridge crew, other hot cards are: any Artifacts, Q, Sarjenka, any Borg, Honor Challenge, Klingon Dearth Yell, the Enterprise (of course!), Supernova and any of the Investigate missions.

I:NWO

This is one game that I was really looking forward to and I wasn't disappointed in the least!. The cards themselves are beautiful and bright, the graphics clear and sharp. I

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like the consistency and overall feel of the artwork; it suits the style of the game admirably. (My only complaint is that the blue and purple borders are a tad too close in shade to tell them apart easily, however, I have been told that this will be remedied in the later editions.) As for the mechanics, they have kept much of what made the original game so much fun - and I have not seen a game so ideally suited for group play since Jyhad. It is too early to tell which cards will be hot, though there seems to be a great interest in Elvis up here... shudder.

Keep those cards shuffled!

TENNESSEE

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Dewayne Chase

Magic:The Gathering still rules the collectible card game (C.C.G.) market, with little competition from any of the other games. Jyhad started off really well, but interest has waned as most players don't seem interested in playing a 3 or 4 hour game. Spellfire never got off the ground and even the Ravenloft and Dragonlance expansions haven't helped. Maybe Blood Wars will prove to be what Spellfire was intended to be. The only card game that sells remotely close to Magic:The Gathering is Star Trek:The Next Generation.

I currently sell singles for Magic:The Gathering and Spellfire (the few that sell) and will soon expand them to include Jyhad and Star Trek. For this reason, I have limited my discussion to Magic:The Gathering, with a touch of Star Trek:The Next Generation.

Magic:The Gathering Single Card Market

Demand for out-of-print (o.o.p.) cards continues to escalate. Almost anything out-of-print sells as soon as I get them (when I can get them). I haven't been able to get many and they are usually gone within 24 hours!!!!

Right now the card that everyone seems to want is the Black Lotus. I have only come across one, which was a special order, and it was sold before I ever received it. Other hot o.o.p.'s in order of requests are: Moxes (all colors), Time Walk, Forcefield, Word of Command, Icy Manipulator, Lich, Gauntlet of Might, Chaos Orb, Two-Headed Giant and Timetwister/Time Vault. Arabian Nights, especially the big cards (i.e. Ali from Cairo and Guardian Beast), are almost as hard to come by as the o.o.p. cards. I never seem to be able to get anything from this expansion other than Commons (which sell relatively well). Packs sell for $32 to $35 and are very hard to get. The Guardian Beast and Ali from Cairo are the most desired from this set, followed by: Khabal Ghoul, Juzam Djinn, Diamond Valley, Library of Alexandria, Island of Wak-Wak, Rukh Egg, Old Man of the Sea and Ring of Ma`Ruf. Antiquities has picked up a lot of steam over the last few months, although they still don't sell quite as well as the other expansions. Overall, this set does fairly well. With the introduction of the Maze of Ith and several costly Artifacts, both Strip Mine and Mishra's Workshop have become very popular. Circle of Protection: Artifacts has received quite a resurgence in popularity with the introduction of the Serpent Generator and the Sword of the Ages. Most requested cards include: Candelabra of Tawnos, Argivian Archaeologist, Tawnos' Coffin, Colossus of Saria, Clockwork Avian and Obelisk of Undoing. Legends Rares are the hottest, moderately available single cards. Though some are still very hard to come by, they are nowhere near as tough to get as out-of-prints or Arabian Nights. Packs are currently in the $20 to $25 range, with boxes going for around $600. The most popular Rares include: Carrion Ants, Mirror Universe, Recall, Hellfire/Cleanse, Killer Bees, Master of the Hunt, The Abyss, Serpent Generator and The Wretched. Several Uncommons are even more favored than the Rares - most are more useful and a lot easier to obtain. Hottest are Whirling Dervish, Storm Seeker, Reset, Mana Batteries (especially black and white), Equinox, Kismet, Land Tax, Fallen Angel, Abomination, Eternal Warrior and Blood Lust.

Revised Boosters still sell very well and Starter Decks still sell decently, although sales have slowed down somewhat. Prices for singles have stabilized now that they are readily available. Most Rares sell from $3 to $5. The following are, of course, exceptions to this rule: Shivan Dragon, Nightmare, Royal Assassin, Fork, Northern Paladin, Mahamoti Djinn, Force of Nature, Reverse Damage, Ivory Tower, Dual-Lands and Rock Hydra.

The Dark is my favorite expansion since Arabian Nights. The cards are more useful than Legends... again, this is just my opinion. The art is superb. Even with a high print run, both shipments sold out immediately.

The Leviathan sells very well, although I don't know of anyone playing with it very often. The exquisite art, along with the novelty of a 10/10 creature seems to provide the greatest elements of this card's popularity. Other hot cards include: Exorcist (baby Northern Paladin), Preacher, Frankenstein's Monster, Stone Calendar, Ball Lightning, Scarwood Bandits, Grave Robbers (Black actually gets to gain life) and Blood Moon (takes care of those pesky Mazes for awhile).

Fallen Empires is selling as well as expected, even though it is being split into six shipments. This has caused some animosity among consumers. It is still too early to tell which cards will be sought after. However, Thrull/Thallid decks are becoming very popular, as are Goblin and Merfolk-based decks.

Hottest cards, at the moment, include: Hand of Justice, Initiates of the Ebon Hand, Hymn to Tourach (though I hated the Hypnotic Specter), Night Soil, Rainbow Vale, Delif's Cone (try this with that Angry Mob), Breeding Pit, Thrull Champion, Soul Exchange, Thrull Wizard, Seasinger, Thelonite Monk, Goblin Grenade, Goblin Warrens, Raiding Party (better than the Trench Gnomes), Farrelite Priest and Icatian Town.

Card Combos!!!!

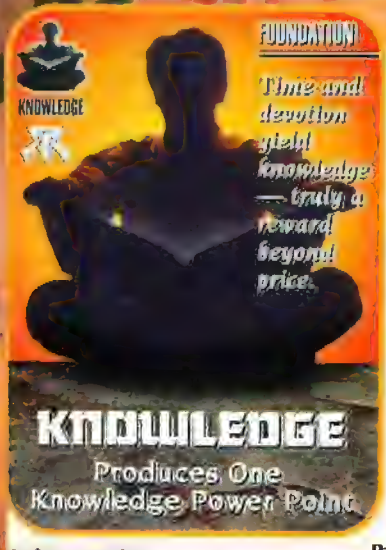
1. The Abyss with The Hive (or Serpent Generator).
2. DwarvenWarriors/Tawnos' Wand with Carrion Ants or Marsh Vipers (pump the Ants up after they've been made unblockable or just let the poison counters take their toll.
3. Kismet with Meekstone and Serra Angels (very effective combo).
4. Preacher with Diamond Valley (steal your opponent's creatures, then sacrifice them).
5. Moat and Gravity Sphere (creatures won't get through, at least for awhile).
6. Royal Assassin and Icy Manipulator (pretty much says it all).
7. Initiates of the Ebon Hand with Channel and Drain Life (think about it...).
8. Lich with Mirror Universe (pray your opponent doesn't play white or green).
9. Spirit Link on a Banshee (you'll only lose one life at most).
10. Cyclopean Tomb with Karma (turn your opponent's lands into swamps, then play Karma.

Star Trek:TNG Customizable Card Game

The first installment of Star Trek has come and gone (of course)! Sales were better than expected and I sold out within three days. The Unlimited Edition is due to arrive later this week; maybe these will last a bit longer.

Klingons are the favored force, with Romulans and Federation neck-in-neck for second. Nevertheless, the Next Generation crew, along with the Enterprise, seem to be the most sought-after cards. The hottest cards are U.S.S. Enterprise, ALL Next Generation Bridge crew (especially Picard, Data and Riker - William & Thomas), ALL Artifacts, Supernova, Anti-Time Anomaly (Wrath of God) and Red Alert.

ULTIMATE COMBAT!™



(Editor's apology: Throughout this manuscript we have consistently used the masculine pronouns; he, him, his, etc. This isn't meant to imply that fighters of the feminine persuasion don't exist, or wouldn't enjoy Ultimate Combat!, nor is it meant as a sexist socio-political statement. Unforutnately, the English language has not yet developed a suitable neutral set of pronouns, and "his/her", "he/she", and so forth seriously disrupt the flow of our splendid discourse. So we've elected to go with the lesser of two evils and use the masculine gender throughout. Thanks for your understanding and support).

The Overview

Ultimate Combat! is a card game of full contact combat, including techniques from karate, taekwondo, judo, jujitsu, wrestling and boxing, with a healthy mix of mental and psychic influences as well. There are over 250 different cards in the game universe, available in both 60-card starter decks (each of which includes a copy of these brilliantly written rules!) and 15-card booster packs. Since the makeup of each starter deck and each booster pack is random, you will almost certainly find (often to your dismay!) that your opponent has different cards than you do.

Part of the excitement and enjoyment of Ultimate Combat! is discovering the wide variety of different cards, strategies and tactics that can lead to victory, as no two games are ever the same. With the release of expansion sets such as The Mystical Fighting Arts of China (expected in the summer of 1995), the worlds of Ultimate Combat! will continue to change and grow, further expanding the complexities of the confrontations you will face.

Each Ultimate Combat! card has a belt ranking (shown on the card by a belt icon of the appropriate color), from the beginner's white belt (the most common cards), to brown belt (uncommon), black belt (rare), and the master's gold belt (very rare). (I'll bet you can guess which are the most powerful cards...) The card mix is as follows:

	Starter Deck	Booster Pack
Gold Belt	2	1
Black Belt	4	2
Brown Belt	10	3
White Belt	44	9

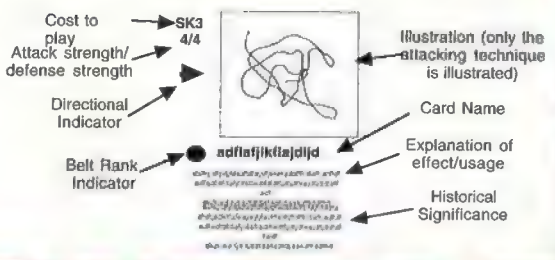
One very popular tradition which has developed in the world of trading card games is the custom of playing for ante. This means that at the beginning of each game—after shuffling, of course—both you and your opponent will turn the top card of your deck over and set it aside as ante. The winner of the game gains not only the satisfaction of being able to gloat over having "cold conked" his nefarious opponent, but also gets to walk away with the two cards in the ante (of course, you hope that will be you, but even the best fighters lose a match once in a while...).

Ultimate Combat! is particularly well-suited to customizing your playing deck. As you obtain more cards, either through winning them or trading with friends (oh, okay, you can buy more if you insist...) you can construct a deck with the traits which you prefer. You may want a pure striking arts deck, with mostly karate, taekwondo, and boxing techniques; or perhaps a grappling arts deck, with mostly judo, jujitsu, and wrestling techniques; some prefer a psychic arts deck, containing predominantly mystical and metaphysical cards; the truly daring may try to fight with a reality based deck, disdaining any of the cards which a psychic arts fancier would choose (this last can be difficult, but not impossible, to win with...). Then again, a truly balanced deck with a little of everything could be the best of all. It's up to you to decide. The intrigue and challenge of designing a deck that can let you defeat all comers is a big part of the world of Ultimate Combat!—go for it!

As you progress up through the ranks, from white belt to brown belt, then black belt, and perhaps eventually the master's gold belt, your deck will grow (and occasionally shrink) and, most certainly, your ability as a fighter will improve.

Before you sit down to play, you and your opponent will each need a deck of Ultimate Combat! playing cards and something to keep track of your hit points (you'll normally start with twenty (20) hit points each, but feel free to experiment with more or fewer, or to handicap by giving a younger or less experienced player more hit points to start with). Paper and pencil work fine to keep track of your hit points, although some people will prefer counters of some kind—pebbles, go stones, coins, brilliant white one-carat diamonds—just about anything that you happen to have forty or fifty of lying around will work quite well. Keep in mind that you may need more than twenty counters each, since you may occasionally gain hit points before you lose any. By reading this overview and the tutorial that follows, you should be able to quickly begin playing, and (hopefully) score a knockout on your opponent. If the worst happens and your dastardly opponent prevails and scores a knockout on you, perhaps you'll want to read the complete rules.

As mentioned above, both players start with twenty (20) hit points. The first to reduce his opponent to zero (0) hit points or



Your Movement	Opponent's Movement	Impact on Attack	Your Movement	Opponent's Movement	Impact on Attack
F	F	-1	R	F	0
F	R	0	R	R	-1
F	L	0	R	L	2
F	B	2	R	B	0
F	NONE	1	R	NONE	1
L	F	0	B	F	2
L	R	2	B	R	0
L	L	-1	B	L	0
L	B	0	B	B	-1
L	NONE	1	B	NONE	1

below scores a knockout and wins the game. (By the way, there is absolutely no truth to the rumor that Newt Gingrich challenged Bill Clinton to a game of Ultimate Combat, with the winner taking the White House in 1996...)

By now you are surely filled to overflowing with a burning desire to get fighting, so here's how the game flows: First you play foundation cards (easily recognizable by the stone base with an illuminated figure above)—basic foundation cards are knowledge, experience, conditioning, and fighting spirit—from your hand to the board (whatever you're playing on—a table, the floor, maybe even a real board...).

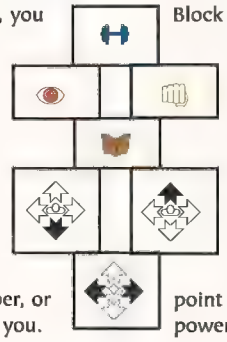
Then, using the power points generated by the foundation cards that you have in play (each type of foundation card produces its own kind of power point) you play other cards such as:

- technique cards (green-yellow background) which attack your opponent or defend against his attacks,
- movement cards (blue background) which get your fighter moving either to the front, back, right or left
- advantage cards (red-orange background) which can increase the strength of your technique cards,
- action cards (blue-white background) which can have a variety of effects on both you and your opponent,
- weapon cards (metallic gray background) work like technique cards, but usually better,
- armor cards (metallic gray background) as you would expect, these improve your defense,
- talisman cards (metallic gray background) mystical objects that bestow various blessings on your fighter and his abilities.

2.0 Tutorial

After shuffling your cards, and letting your opponent cut your playing deck (he can shuffle your deck, too, if he desires), you each draw ten cards. If this is the first game in this match (generally a match is two out of three knockouts), you need to decide who goes first—flip a coin, play scissors-rock-paper, or whatever pleases you. In subsequent games in the series, loser of the prior game goes first (hey, there has to be some benefit to losing...). Now let's get on with it.

Let's assume you are playing first. The first thing you do is draw a card. Next comes the build phase (where you build the foundation that will soon let you do just about everything in the game). In looking at your hand, you see that you have a knowledge card, and three conditioning cards. You can tell they are foundation cards (1) because the bottom third of each foundation card looks like stone, (2) because the main illustration is of an illuminated silhouette of a figure, and (3) because of the miniature symbol (icon) in the upper left corner which closely resembles the illuminated silhouette. In the bottom of the stone section the knowledge card says: "Produces one knowledge power point", while the conditioning card says: "Produces one conditioning power point."



Further study of your hand reveals a technique card(they're the ones with the green-yellow background, remember?) named Quick Jab/Outside Block. In the upper left corner of Quick Jab/Outside Block is a knowledge icon followed by the numeral one (1) on a stone background. This is the cost to play the card—one knowledge power point, and one generic power point (any kind of power point). Under the cost are the characters "2/1" which tell you that the attack strength of this technique, the Quick Jab, is two (2), while the defense strength, the Outside Block, is one (1). Almost every technique in the game has both an attack strength and a defense strength, which, since you must discard every technique card after you use it, presents you with the continuing dilemma of deciding whether to use your techniques to attack—and eventually knock out the bad guy (your opponent must be the bad guy, right?, since you are the good guy...) OR to defend yourself from those cheap shots that he will surely be throwing at you.

Lastly, under the attack/defense strength, you see a four directional arrow outline, with the arrow pointing up (forward) filled in in black. Every technique in Ultimate Combat! works best in one (sometimes more than one) specific direction, and if used when you are moving in that direction, has its strength increased by one point. Quick Jab works best when you are moving to your front.

You quickly realize that with the knowledge foundation card in your hand (it generates one knowledge power point, remember?) and one other foundation card, you'll be able to play your Quick Jab to the board and attack. So you place the knowledge card face up in front of you on your board.

The next phase is the activity phase, where you use the power points generated by the foundation cards on your board (not the ones in your hand!) to bring other cards into play on the board. But, since there are no cards in the game that only cost one power point (take my word for it...) there is nothing further that you can do this turn and so you announce that your turn is ended. (If you had more than ten cards in your hand as you were about to end your turn, you'd have to throw one away, since you may never have more than ten cards in your hand at the end of the turn—but you don't, so there's nothing to worry about at this particular moment... well, actually, you could worry about the depletion of the ozone layer, or the elimination of the rain forests, or...oh, never mind).

Now it is your opponent's turn. He draws a card and, after studying his hand, plays a spirit foundation card to his board, and announces that he is finished.

Since it's your turn again, the first thing you do is draw a card. Your draw turns out to be another foundation card, this time experience. This is good, since you can never have too many foundation cards in play, and having a variety of different types of foundation cards allows you to play a greater variety of cards.

Next is your build phase, and you play one of the conditioning cards from your hand. This gives you two foundation cards in play, one knowledge and one conditioning. Since your Quick Jab costs one knowledge power point and one generic power point, you now have enough power to put the Quick Jab into play. You drain the power from your two foundation cards (turning them face down to show that you have used the power from them this turn) and put the Quick Jab/Outside Block face up on your board. You cannot attack with a technique in the turn you first play it on your board (fortunately for your opponent) but you are now "set up" to attack him next turn. Since you have no foundation cards left face up, you are out of power for now and end your turn.

For his turn, your opponent draws a card. He then sadly shakes his head and announces that he is discarding three cards and replacing them with three new cards from his deck. He has exercised the second option available during the build phase. Instead of playing a foundation card to his board (probably because he was unlucky enough not to have another one in his hand!) he can discard as many cards from his hand as he wishes and replace them with new cards from his deck. Most players avoid doing this if at all possible because (1) they don't get to play a foundation card this turn (even if they draw one during this replacement draw!), (2) they have to throw away cards which they'll probably wish they still had in their hand later in the game, and (3) if a player runs out of cards in his deck it means he loses on a TKO!

Since the poor guy still only has one foundation card, he can't do anything except tell you that it's your turn again.

The first thing you do, now, even before drawing a card, is recover. This means you get to turn all of your inverted foundation cards face up, so that you can use them all again this turn. As you can see, this means that as you get more

and more foundation cards on your board, you'll be able to do more and more things during your turn—and also explains why your opponent was so depressed at not being able to play a foundation card last turn. A player who falls very far behind on building a strong foundation has a very poor prognosis for survival in Ultimate Combat!.

After recovering, you draw a card—this time a red-orange advantage card identified as a speed card, with a 2 in the upper left corner (the cost) and a "2/2" underneath where the cost is shown. This "2/2" means that the speed card can add two (2) points to your offense (this is shown by the number in front of the /), or two (2) points to your defense (this is shown by the number after the /). This advantage card can be used to modify your attack, increasing its strength. In other words, if you add the speed card to your Quick Jab, the attack will now be worth four (4) points (2 point Quick Jab + 2 points of speed).

Next comes your build phase, and you play another conditioning foundation card. (Always try to play a foundation card during your build phase!).

You now consider attacking this turn, since your opponent has no technique cards on his board to block with, but then you notice a Move Front card in your hand (movement cards are blue). The Move Front card shows a cost of 2 in the upper left (since there is just a 2 with no foundation icons, you know that any two foundation cards will give you the power to play the Move Front card), under which is an arrow pointing upwards, just like the one on the Quick Jab card. You immediately remember that Quick Jab will be a stronger attack (increased by one point) when you are moving to your front, and you play the Move Front card to your board, turning any two of your three foundation cards face down to show that you have drained their power for this turn. You also observe (observant fellow, aren't you?) that the table on the front of the Move Front card shows that if you are moving and your opponent isn't—he has no movement card on his board—your attack is increased by one point.

This means your Quick Jab, which has a normal attack strength of two (2), will be increased to three (3) because you are moving forward, and further increased to four (4) because your opponent isn't moving at all.

You could now attack with your Quick Jab but you don't have two power points left to add the speed card that you just drew, so you decide to wait until next turn—hoping that your opponent won't get a technique into play with which to block your attack—and you announce that your turn is ended.

Your opponent first draws a card, and then plays a conditioning foundation card to his board, giving him a total of two foundation cards in play. He then plays a Back Fist/Outside Block (cost of one (1) spirit power point and one (1) generic power point) to his board, inverting both of his foundation cards to show that he's drained them of their power. Since all of his power is now drained, he tells you that his turn is ended and it's your turn again.

First you recover.

Type of Card	# allowed in white belt deck	# allowed in brownbelt deck	# allowed in black belt deck	# allowed in master's deck
Gold Belt	2	4	8	unlimited
Black Belt	4	8	16	unlimited
Brown Belt	10	20	unlimited	unlimited
White Belt	unlimited	unlimited	unlimited	unlimited
Foundation	unlimited	unlimited	unlimited	unlimited
Movement	unlimited	unlimited	unlimited	unlimited

Next you draw, this time pulling a strength card, with a cost of 2, and a "2/2" under the cost (offering the same potential positives as the speed card you drew last turn). The build phase is next, and you play the experience foundation card that you drew earlier, giving you four foundation cards on your board.

Your are now ready to make your first attack. You smugly push forward your Quick Jab and your Front Movement cards, and, inverting all four of your foundation cards, drop both your speed and strength cards on the board next to your Quick Jab. This gives you an attack with a strength as follows:

Quick Jab has a base attack strength of 2.
Front Movement adds 1 point of attack strength because Quick Jab's favorite direction is Front.
Front Movement adds 1 more point of attack strength because your opponent isn't moving.
Speed adds 2 points of attack strength.
Strength adds 2 points of attack strength.

The result of putting everything together—your basic attack, the right direction of movement, speed, and strength—is that your original relatively weak two (2) point attack is now an eight (8) point attack.

Your dismayed opponent has only his puny Back fist/Outside Block with which to block, and its defense strength is only 1! You resolve the attack by subtracting his defense strength (adjusted by whatever modifiers he has—in this case none) from your attack strength. The result (8-1 = 7) is subtracted from his total hit points of twenty (20), leaving him only thirteen (13) points away from unconsciousness.

Now that you've had a taste of Ultimate Combat! you can either jump right into a game, using the Turn Sequence and Quick Start Rules player aid card to keep you on track, or you can read the rest of the rules in full right now. (The great philosophers and poets, Socrates, Aristotle and Homer, would probably opt for a fight or two...).

3.0 Turn Sequence

3.1 Recovery Phase

Turn all foundation cards on your board face up to reflect that none are drained of power.

3.2 Draw Phase

Draw to get a minimum of 10 cards in your hand.

3.3 Build Phase

Play one foundation card to your board—or—discard as many cards as you wish from your hand and draw one card from your deck for each card you discard.

3.4 Activity Phase

During the activity phase, you may take the actions shown in 3.41 or 3.42, in any order

3.41 Bring technique, movement, action, weapon or talisman cards into play on your board.

3.42

a. Announce attack (only attack per turn). Defender announces blocks. Attacker announces use of advantage cards (not action cards).

Defender announces use of advantage cards (not action cards).

b. Attack resolution. Subtract the defense value from the attack value to determine the result, then reduce hit points as necessary (defender may use action cards at this time if desired.)

c. Resolve combination attack(s) and/or counter attack, if any, in same order as 3.42a.

d. Either player may use action cards to reduce or avoid damage inflicted during the attack(s).

3.43 If either player has zero hit points left at the end of the activity phase, he is unconscious, the game is over and his opponent wins.

3.5 Discard Phase

If you have more than ten (10) cards in your hand, you must discard one. If you have ten (10) or fewer cards in your hand, you may not discard.

4.0 Details on the Turn Sequence:

4.1 Recovery Phase

During the recovery phase you turn all of your foundation cards face up to reflect that none are drained of power. Some cards that your opponent(s) may play can inhibit your ability to recover (This is not a good thing for you!).

4.2 Draw Phase

You draw to get a minimum of ten (10) cards in your hand. If you played four cards during your last turn, and another two cards on defense during your opponent's turn, so that you only have four cards in your hand, you get to draw six cards this turn during the draw phase. You can always draw a minimum of one card, even if you have ten cards in your hand.

As you might expect, it is generally a good idea to play as many cards as you can during your turn, since this will allow you to draw more cards during your subsequent draw phase, which gives you an

increased chance of drawing the "killer" cards that you've packed into your deck. A word of caution! Keep in mind that if it is your turn to draw and there are no cards left in your deck, your opponent wins the game on a TKO (technical knockout).

2.3 Build Phase

This is a critical time for you, as it is the part of your turn where you build the foundation that gives you power. Anyone starting out in any combative art (heck, in just about anything...) will tell you that you need a strong foundation in order to do anything. During the build phase you have two options. You may play a foundation card (only one per turn) or, if you either don't have one in your hand, or if you really, really want a foundation card other than those that you have in your hand, you may discard as many cards as you want from your hand and take a replacement draw of an equal number from your deck. (Only one replacement draw per turn, thank you...) Keep in mind that most of the cards which you may be tempted to discard at this time will probably be very valuable to you later in the game - if you burn through your entire deck in record time, you may very likely suffer the humiliation of a TKO.

2.4 - Activity Phase

This is the "meat and potatoes" phase of the game, during which you introduce techniques, action cards, weapons, talismans, armor, movement, and, of course, make your attacks. The stronger your foundation—the more foundation cards you have in play on your board—the more you'll be able to do during the activity phase. In the later stages of the game, when you may have ten to fifteen foundation cards in play, you'll find that "the stuff really hits the fan."

As we just said, during the activity phase you use power points from the foundation cards which you have in play on your board to bring as many technique, action, weapon, talisman, armor, and movement cards into play as you can afford. The only limiting factor on bringing cards into play is that you must pay the costs shown on each card as you play it (as you use the power from your foundation cards, you turn them face down to indicate that they are drained of power until the beginning of your next turn). You may play any action, movement, technique, weapon or talisman cards either before and/or after your attack, but not during an attack. Action card attacks—Psychic Blasts, for example—may be made repeatedly during this phase.

During the activity phase you may also make ONE attack with any technique card on your board. You may only make ONE attack with a technique per turn (unless you are using a combination card). You may not attack with a technique card which isn't set up (was not on your board at the beginning of this turn). Remember that no power points are needed to attack with a technique which is already on your board. Attack strength is increased by movement (cross indexed with opponent's movement card, if any), and any action or talisman cards on your board, if any. After your opponent announces whether he will use any techniques from his board to block your attack, you announce whether you will further increase the effectiveness of your attack with play of any advantage cards that you may have in your hand (speed, strength, combination, etc.). Playing advantage cards does require the expenditure of additional power points from undrained foundation cards on your board.

During your attack, your opponent may use blocks from his board, augmenting his defense with the play of any advantage cards that he may have in his hand (speed, strength, counter, etc.) paying in power points by draining foundation cards from his board. Your opponent only announces his use of advantage cards after you have announced your advantage cards. The defender may chose not to defend with a technique even though he has one available, or may chose to defend with only advantage cards and no technique cards.

Once the attacker and defender have calculated their strengths, combat is resolved by subtracting the defense value from the attack value to give the combat result. A positive result reduces the defender's strength, while a negative result reduces the attacker's strength only if the defender has used a counter card as part of his defense (see below). After the attack result is calculated, both attacker and defender may use action cards to either avoid damage or to recover hit points lost during an attack.

If a combination attack has been attempted, resolve the second (or third or whatever) attack. Advantage cards always affect the attack immediately following their play. Don't forget to add the combination bonus from the combination card (if any) to the subsequent attack. If there is a negative result on the attack leading to the combination, you must subtract that result from the subsequent attack. It is possible to string three or more techniques together in consecutive combination attacks (these can be truly devastating!) so long as each additional technique is preceded by a combination card.

If a counter attack card is played, and the result of the attack is a negative number, the attacker loses hit points equal to the negative result. Keep in mind that a negative result of the attack resolution can only result in damage to the attacker when a counter card has been played. Only one counter attack per turn is allowed.

If either player has zero (0) or fewer hit points left at the end of the activity phase, the game is over. (You can then pump your fists in the air and dance around shouting , "Yes! Yes!"...unless you are the one with the zero (0) hit points...).

2.5 - Discard Phase

If you have more than ten (10) cards in your hand, you must discard one. If you have ten (10) or fewer cards in your hand, you may not discard.

3.0 Card Categories

3.1 Foundation Cards

Foundation cards are the source of power in Ultimate Combat!. Foundation cards are drained (turned face down) when used to generate power to bring any card onto the board, or to play advantage cards for either an attack or defense. Foundation cards recover (are turned face up) during the recovery phase of a player's turn. Foundation cards once played to the board normally remain for the balance of the game unless destroyed by play of an opponent's action card (not a pleasant experience for the player whose foundation cards are destroyed).

3.2 Technique cards

Most of these cards have both an attacking technique and a defensive block. The values given are attack and defense values, for example, 5/4 is an attack value of 5 and a defense value of 4. The cost to play a card is expressed as "SX" where S = symbol of type of power point required and X = number of generic (unspecified) power points that must be used. For example: Flying Ax Kick cost is EK 3, which means one (1) Experience power point, one (1) Knowledge power point, plus three (3) additional power points of any kind. After a technique card is used in an attack or on defense it must be discarded. A maximum

Achievement	Points Awarded
Defeating a lower ranked fighter	one half (1/2) point
Defeating a fighter of equal rank	1 point
Defeating a fighter one rank higher	2 points
Defeating a fighter two ranks higher	3 points
Defeating a fighter three ranks higher	4 points
Defeating a fighter four or more ranks higher	5 points
Winning a bronze medal in a UCF sanctioned tournament	2 points
Winning a silver medal in a UCF sanctioned tournament	3 points
Winning a gold medal in a UCF sanctioned tournament	5 points
Winning a UCF Grand Championship	5 points

Rank Promotion to:	Requires this number of points:
White Belt	0
Brown Belt, 3rd Degree	7
Brown Belt, 2nd Degree	14
Brown Belt, 1st Degree	21
Black Belt, 1st Degree	30
Black Belt, 2nd Degree	40
Black Belt, 3rd Degree	55
Black Belt, 4th Degree	70
Black Belt, 5th Degree	85
Master's Gold Belt	100

of four (4) technique cards may be "set up" on a player's board at any one time. Any excess technique cards must be discarded immediately; for example, if you want to play a fifth technique card, one of the four (4) currently on the board must be discarded now. Remember, you may only use a technique one time, either for offense or defense, and then it is discarded.

One particular action card—Tokuiwaza—deserves special mention - Almost every fighter has one or more favorite techniques which he prefers, concentrates on, and often upon which he builds their whole fighting style and tactical approach. To simulate this integral part of fighting, Ultimate Combat! has "Favorite Techniques" (Known in Japanese as Tokuiwaza—pronounced "tow-ku-ee-wah-zah"). When a technique is identified by the play of an action card as a Tokuiwaza it is not placed in the discard pile after use, but is left on the owner's board, and three counters are placed on it. During each subsequent Recovery Phase, one counter is removed. When all three counters have been removed, the "Favorite Technique" is available for another attack.

5.3 Weapon, Talisman and Armor Cards

5.31 Weapons -

Although weapons are rare in Ultimate Combat!, they are quite valuable because they are very effective on both offense and defense and because they are reusable. It is possible to break a weapon, and only one weapon may be on your board at one time. After each activity phase in which a weapon is used (whether for offense or defense) the attacker and defender must play one round of "scissors-rock-paper" (known throughout Hawaii and most of Asia as "jun-ken-po"). If the weapon card's owner loses, the weapon is broken and must be discarded. If the weapon card's owner wins, the weapon remains intact. If the weapon remains intact, place three counters on the weapon card. During each subsequent recovery phase the owner removes one counter. When all of the counters are gone, the owner can attack with that weapon again. If both players are using a weapon, the winner of "jun-ken-po" retains his weapon and the loser must discard his (broken) weapon.

Since it is more difficult to attack with normal techniques when holding a weapon, the following restrictions apply when a weapon is on your board:

1) No throws or chokes may be attempted (both throws and chokes require two hands, which you don't have available when holding a weapon).

2) Only one technique card (in addition to the weapon) may be on your board. Any additional techniques on your board must be discarded to make room for the weapon (your agility is hampered when your hands are holding a weapon).

3) Combination and/or counter attacks with the same weapon are possible and "jun-ken-po" is played only at the conclusion of the activity phase.

Other than as specified in this section, weapon cards are treated as technique cards in all aspects of the game.

5.32 Talismans

Talismans have many positive effects (positive for you, that is, not at all positive for your opponent!) but do have one key restriction—each player may only have one of each type of talisman in play at any one time.

5.33 Armor

Like talismans, each player may only have one of each type of armor in play at any one time (it would be kind of difficult to get two helmets on your head at the same, time wouldn't it?).

5.4 Advantage Cards -

Speed, strength, combination and counter cards, among others. These cards are not placed on the board in advance, but are played directly from your hand during an attack or defense. Advantage cards have a cost that may either be fixed (1,2, etc.) or variable. Fixed advantage cards have a modifier value equal to the fixed cost of their power point cost. Variable advantage cards show an X in the cost section, and add as much additional strength to the attack (or defense) as the number of power points used to play them. For example, a variable speed card that the controlling player spends eight (8) power points to play adds eight (8) to the effectiveness of the attack (or defense). As you might expect, these variable power advantage cards can be very powerful additions to an attack in the later stages of the game when there are many foundation cards in play. Only a truly desperate fighter would waste a variable advantage cards by playing it early in the game. (Just in case you missed it, that was a playing hint!)

Combination and counter cards add impact to the technique immediately following their play. (Here's another good playing tip: some of the most effective attacks in Ultimate Combat! are those which combine two or more powerful attacks in a combination). Combination and counter cards showing a strength of zero (0) do not increase the effectiveness of the technique, and have no cost to play, but do allow a combination or counter to take place. Note: to play a combination card you must follow with a second attack. Similarly, in order to play a counter card, you must follow it with a technique card. A counter card may not be used in defense without using a technique card as well. Only advantage cards may be played during an attack!

5.5 Action Cards -

Action cards are played during the activity phase, but may not be played during an attack. A player may play as many action cards as he has power points during a single activity phase, and may play action cards before and/or after attacking, but not while attacking or defending. Some action cards take effect immediately while others (such as a psychic block) remain on the board until the player who owns them, wishes to use them. All action cards are discarded after being used once.

Pay attention now, because this next part is very important. (not that all of the rest isn't, you understand, but this is *really* important!) Only action cards may defend against damage which is directly inflicted upon you by other action cards. For example, if your opponent attacks with a Psychic Blast, you could avoid damage with a Psychic Block or with Sumida's Misdirection, among others. Technique cards cannot block damage inflicted by action cards. In addition, you may not prevent the impact of action cards which require you to discard from either your hand or your board, or which might affect the overall arena of play. For example, if you have a ten (10) point Psychic Block in play on your board and your opponent plays Exhaustion (which causes all conditioning cards to drain and not recover until owner plays three (3) power points per conditioning card), your Psychic Block does nothing to reduce the impact of your opponent's Exhaustion card.

Remember, if you plan to have an action card impact on your offense or defense, it must be in play before the attack occurs!

5.6 Movement Cards

As we've said before, in real martial arts fighting, almost every fighter has a favorite movement direction in which he prefers to use each of his techniques, and those techniques are more effective when moving in that favorite direction. In Ultimate Combat! there are two types of movement cards, basic and multiple. Basic Movement cards (white belt ranked) cost two (2) points to play, and Multiple Movement cards (black belt ranked) cost three (3) points to play.

Once on the board, a movement card remains on the board and in play until (1) you voluntarily discard it (obviously, you can stop moving any time you want).

(2) you discard it and replace it with another movement card, even one which moves you in the same direction as the card you are discarding (not only can you stop moving whenever you want, you can change directions whenever you want—as long as you have the power to play the new movement card), or (3) until either player achieves a positive attack result. In this last case, both players discard any movement cards on their board. Note that movement cards only give an advantage while attacking and not while defending. Note also that no player may have more than one movement card in play at any one time (not even if you really are schizophrenic).

Movement cards can strengthen your attack in two ways. The first way is that if you are moving in the favorite direction for the technique with which you are attacking, that technique is increased by one (1) point of attack strength. (This shouldn't be too hard to remember, because each technique card will remind you of its favorite direction on the card.) The second way is by cross-indexing your movement (you being the attacker) with your opponent's movement (your opponent being the defender) on the chart shown on the movement card. If your opponent is moving in the same direction as you are, your attack strength will be increased by two (2) points.

If your opponent is moving in the opposite direction as you are, your attack strength will be reduced by two (2) points. (This next point may seem a little complicated, but since you've gotten this far, you can probably handle it...). Keep in mind that if you are moving to your Front and your opponent is moving to his Back you are actually going in the same direction. The same is true when you are moving to your Right and your foe is moving to his Left.

Opposite directions would be your Front, and your opponent's Front. If your opponent is moving at cross reference to you—for example, if you are moving to your Front and your opponent is moving to his Right or Left—there is no effect on your attacks. Here comes another important point—If you are moving in any direction and your opponent is not moving at all—in other words, he has no Movement card in play on his board—your technique will be increased by one (1) point of attack strength. (That's right, if you're moving, and he's standing still like the proverbial "bump on a log" you'll have a better chance of hitting and hurting him).

Multiple Movement Cards - Left Front; Right Front; Left Back; Right Back - As a fighter becomes more proficient, he learns to move in oblique angles, as well as directly forward and to the sides.

Multiple Movement cards reflect movement at an angle, and are declared by their owner as reflecting one specific movement direction (from those available on the card) each time that card must be consulted. For example, if a combination attack is made, a Move Left Front card may provide an attack bonus for a Front technique on the first attack, and also provide an attack bonus for a Left attack on the second attack. A multiple movement card may not provide a benefit for two different directions at the same time. For example, a Move Left Front card, may not provide a bonus for a Left attack and at the same time provide a movement bonus if opponent is moving Back. Refer to Movement Chart (For those of you who just can't wait to look at it...)

5.7 Environment Cards - Environment cards produce a substantial change in the overall game environment which, though not permanent, has a major effect on game play while it lasts. Environment cards include Heavy Rain, Darkness, Muddy Ground, and so forth. When an environment card is played, the owner of the card puts three counters on the card. In each of the owner's subsequent recovery phases, a counter is removed. When all three of the counters are removed, the environment card is discarded.

Only one environment card can be in play on all boards at any one time. Play of any environment card causes the owner of any environment card, previously in play, to discard that card.

6.0 Deck Composition Restrictions

The following restrictions are designed to maintain a competitive game environment and will be enforced in all Ultimate Combat! Federation (UCF) sanctioned tournaments. It is highly suggested that you adhere to these guidelines in constructing your Ultimate Combat! playing deck. (On the other hand, it's a free country and since you spent your money on the cards, you have our permission to do anything you want in the privacy of your own home...or play group...or whatever...with the cards, that is...).

I. A playing deck must have a minimum of 50 cards. There is no maximum to the number of cards allowed in a playing deck (although if you come up with an efficient way to shuffle a deck with 300 cards in it, be sure to write and let us know...).

II. No deck may contain more than four (4) of any one card except basic foundation and movement cards. (Multiple foundation and multiple movement cards are not basic).

III. No deck may contain more than two (2) of any one particular variable advantage card (speed X, strength X, counter X, or combination X cards).

IV. No deck may contain more than one (1) environment card of each kind. For example, while a deck may have one (1) Muddy Ground, and one (1) Heavy Rain. it could not have two (2) Muddy Ground cards.

7.0 Deck Composition Rankings

In order to provide play balance and an efficient system of handicapping, the composition of Ultimate Combat! playing decks is classified according to rank, (refer to table:) These rankings are provided to allow more equitable competition when:

(1) There is a wide disparity in the number of cards owned by the two players (for example, if both players agree to limit the composition of their decks to the white belt level, the owner of 2,000 cards can still find a competitive match against the owner of a starter deck), or,

(2) There is a significant difference in experience (the more experienced player can use a lower ranked deck), or in age (child vs. adult, not a 22 year old against a 46 year old...)

(3) Players wish to experience a game between one player with a higher ranked deck and two (or more) players with lower ranked decks. One master against two or three white belts, for example. (This can be a real ego rush, one fighter against three, and you clean all their clocks.).

8.0 Tournament Play and Rank Promotional Requirements

8.1 Tournaments

All registered owners of Ultimate Combat! will automatically become members of the Ultimate Combat Federation (UCF), and are eligible to compete in UCF sanctioned tournaments featuring competition in white belt, brown belt, black belt, and masters' gold belt divisions. Competitors competing in the four divisions will be limited to a deck composition as shown in section 7.0. Competitors will be allowed to compete in more than one division, so long as the deck, which they use in each ranked division, complies with the composition rank restrictions of that division. Most UCF tournaments will feature a Grand Championship Fight-Off with the winners of the White and Brown divisions competing against each other, the winners of the Black and Gold belt divisions competing against each other, and finally those two winners meeting for the overall Tournament Grand Championship.

8.2 Rank Promotional Requirements

UCF will track competition records of all members who compete in sanctioned tournaments, and all members shall be eligible for rank promotion based on their achievements.

Rank promotion points shall be awarded for wins in sanctioned tournaments and for placing in sanctioned tournaments according to the following schedule:

Ranks are awarded by the UCF at the following point levels:

Points required are cumulative. When the given level of points is attained, the fighter will advance in rank. (UCF Rank Identification cards are available for a nominal processing fee).

For additional information on promotional requirements, for questions about any aspects of Ultimate Combat!, or for the most up-to-date schedule of UCF sanctioned tournaments, please contact Ultimate Games by telephone at 1-408-723-0703, by FAX at 1-408-267-2656, or by mail at 1665 Willow Street, San Jose, CA 95125-5149.

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The Mystical World of Peter E. Pracownik

The Art and Artist of Wyvern

by Terry Donaldson, Illustration Designer

The artwork for Wyvern was put together throughout the Spring, Summer and Autumn of 1994. Dragons from a very wide range of cultural and historical backgrounds were chosen and in the terrain cards we continued the theme of variety, with scenes of coral reefs, frozen lakes, cliffs, deserts, just to mention a few.

The dragons chosen hailed from every tradition under the sun and from every mythological background: Babylonian, Greek, Persian, Chinese, Germanic, etc. To play Wyvern, no detailed knowledge of these mythologies is needed, but it may be that many people will become more interested in what happened in each of these legends and in what meaning they have for us. In some of the tales, dragons are friends of humanity, in some they are avowed opponents. Some of the legends describe the heroism of individuals in the face of impossible odds, but we have all the major themes of love, sacrifice, devotion to duty and resourcefulness at play. By the same token, we have all of the negative attributes of greed, as well as when the dragons are guardians of gold and the treasures of the earth, holding on to their hoards by any means necessary.

The heroes come from just about every background, too. Some come from legends, some from historical or even religious points of reference such as, King Arthur or St. Martha. It was fascinating to research the backgrounds of just the Christian Saints alone, for there are more than forty who have had involved dealings with dragons, according to the references.

Noticeably absent from Wyvern is any reference to occultism or black magic, etc. It was felt that this game should be more in tune with the true mystery of mythology and let people take from the experience what they wanted, rather than oriented towards the more fringe areas of the occult, which some people might not feel comfortable with, especially if they are playing with their own or their neighbor's children. We felt that the game would have more impact if people's own boundaries were respected, rather than if shocking or disturbing images should be thrown at them. Images of dragons with blood gushing from their mouths, for instance, are noticeably absent from Wyvern. Even scenes where a dragonslain are stylishly represented, showing the dignity and beauty of these fabulous creatures.

By and large, the emphasis was on style and sophistication, rather than on crude images, which could be quickly produced. Thus, it would often take artist, Peter Procownik, longer to do a picture than if quantity were to preside over quality. Each and every picture is a masterpiece in itself, lovingly produced. In each picture it was felt that something important was there, waiting to be emphasized. Each card is, if you really look at it, a masterpiece with a subtle message behind it.

L to R: Evalina Donaldson, Peter Pracownik & Terry Donaldson with cards from the Dragon Tarot.

Vital to the creation of these images was not just a fairly detailed knowledge of mythology and symbolism but a deep appreciation and understanding of it as well. For those of you out there who are keen to hunt down all the historical and mythological sources that we have drawn from, I can tell you that it would take you quite a long time. From Mike Fitzgerald's libraries in New York, to the British Museum in London. Literally hundreds of books have been sourced to put Wyvern together in order to ensure that what we have in Wyvern is accurate both factually and historically concerning the powers of the dragons and their counterparts with the dragon-slayers.

The artist, Peter Pracownik, is in the forefront of what can best be described as the visionary school of art. He was born under the sign of Libra in Bristol, which is in the west country of England. Peter has lived much of his life in the town of Glastonbury, in fact in his old cottage he could see the famous Tor, the ancient magical hill around which so many legends are based.

Glastonbury, as a town, goes back to King Arthur's time. Before the destruction of the Abbey there by Henry VIII, the monks found the bodies of what they believed to be King Arthur and Guinevere, his beloved and his Queen. Glastonbury has always attracted mystics and seekers. The Druids hold their ceremonies there at the turning of the seasons and throughout the year hundreds of young people can be seen moving through this tiny medieval town on their way up to the Tor. From the Tor you get a magnificent view across the soutwest of England. At its peak there is a small windswept tower, the remains of a church which was destroyed in 1300 by an earthquake. Should you ever go to Glastonbury you will see dozens of youngsters wearing Peter's famous T-shirts, all emblazoned with pictures of Merlin, dragons and unicorns. Peter enjoys the recognition of a large group of young people. He currently resides in Tintagel, Cronwall, which is where King Arthur was born. The remains of Arthur's castle looms over the small harbor of the town and many mystical societies meet in the town, even to this day. Peter's house is situated upon a dragon ley line, a power source which runs through the earth all the way from St. Michael's Mount in Western Cornwall, through Glastonbury Tor in Somerset, all the way across England. Peter has extensive knowledge of myths and legends, Celtic, Saxon and Arthurian in particular. He is also a collector of artifacts, magical as well as historical. His cottage looks like one of the storage rooms at the British Museum, with ancient mystical objects displayed in cases,

Roman coins which he he has dug up himself using a metal detector and a huge collection of books covering every subject from Roman art to J.R.R. Tolkien's biography. Peter has been making his mark on the American art scene since November of 1989, when his paintings were displayed in Los Angeles. Since then, interest surrounding his work has increased steadily.

Peter's work is, to say the least, refreshing in its depiction of Arthurian Legend and the unmistakable essence of the sacred sites. His imagination is limitless within the realms of 'fanta-see'. Working primarily in watercolor, it is apparent to all that Peter's talents flow from a fountain whose source lies deep within the heart of Ancient Avalon.

Peter and I first worked together on the Dragon Tarot deck and book set, which we completed in February '94 and which will be out by the next American Bookseller's Association Exhibition in '95. What we did there was to use the Dragon motif as the primary symbol, using traditional Tarot symbolism to create a new deck. The Tarot isn't just a fortune telling device, it is really part of a philosophy; a book not of words, but of pictures, with different meesages, symbols, etc. contained in each individual picture. In working on the Dragon Tarot together, we would both have exactly the same thought on how a particular card should be represented. It was like a human brain residing in two bodies. The synchronicity was astonishing. Working together was like watching a well-oiled machine moving at a hundred miles per hour. In the Tarot we have 78 cards divided into two sections: Major and Minor Arcana. Arcana means mystery. The 22 Major cards describe the basic rythymn of the universe, while the 56 Minors show us how these forces express themselves in our everyday lives.

We chose the symbol of the Dragon as the central motif because it incorporates everything feminine, as well as masculine. The Dragon represents water, but also breathes fire. It unites everything from the bottom of the world, residing as it does in caves deep within the center of the earth, all the way up to the highest heavens, where it flies on its outstretched wings, upholding the palaces of the gods in their celestial mansions. It is an ancient symbol, yet it is enjoying a popularity in modern fiction, films, every aspect of modern culture, representing as it does the longing for freedom of every human soul.

My background over the last twenty years has been in the realm of the tarot; as a student, practioner and teacher of the subject, in Britain and abroad. Several years ago, I founded the London Tarot Centre, to create a space in which the tarot could be studied and mastered to a high degree of proficiency. We have since trained thousands of people, from all of the world, in the seminars, lectures, workshops and private tutorials which we run. I have recently authored a book, *Teach Yourself Tarot*, being published by HarperCollins in March '95, in which I show how accessible the subject is, using techniques which I have mastered over the last two decades. So, whether you feel that you are psychic or have a more down to earth interest, this book gives you the training you need to start working with the tarot.

It is our intention to bring out a book in which all the stories, legends, fascinating facts about the Dragons, deities, and heroes, who have made an appearance in Wyvern, can be brought together in a single volume; there isn't a book like it on the market. However, be patient, we hope we will be able to bring you The Dragon Encyclopaedia soon.

All Art shown in this article is by Peter Pracownik from his personal portfolio.

Introduction to Wyvern Card Clarifications

by Mike Fitzgerald

So, you've got some Wyvern cards and you are ready to do battle. You can easily play with a starter deck. Put all your red and green cards in your Dragon Lair and the purple and gold cards in your treasure horde, then you're all set. The rules are set up so you can start to play while you read through them. Here are some important points to remember:

Dragon Slayers can only attack face-up Dragons for a treasure in St. George's Quest.

You must play a Dragon Slayer action in your first action phase and if you do, you do not get a battle phase that turn.

After you have drawn a card and completed your treasure and movement phases, be sure to announce, 'No Actions', if you are not planning to play an action card at that time. This gives your opponent a chance to play one. If he does, then you can decide to play one, since the chance to play action cards goes back and forth until neither player wants to play one.

I don't want to give away any of the strategies before you have a chance to discover them. I will tell you that the game has a surprising amount of depth in its strategy, for such a simple system. Games are never over until the last card is gone. If you are down to one card and your opponent has 3 or 4, you can still win. Even if you run out of gold, there are ways to fight your way back and win. Games take from 20 to 30 minutes for most players. Since you start the game with all of your gold and 7 cards in your hand, and 6 cards on the table, you have lots of choices right away. After most games, you will realize it could have been different if you had followed a different plan at some point. I look forward to hearing from players as they get to know the game. Questions and comments can be directed to U.S. Games or myself at michaelfitz@delphi.com Anyone who is very active on Internet or other services can contact me for net rep positions.

Keep track of the points after each hand and you will find it really adds to the fun to play for a set number of points or keep track of points in a Swiss-style tournament. The Official Wyvern National Championships will take place at Origins in Philadelphia in July '95, so start practising. If you get to play against me at a convention, be sure to have some Scouts 'cause I love that Terrain.

The following is our first edition of card clarifications. These came from months of playtesting and they should answer most of your early questions while playing the game.

Wyvern Card Clarifications

by Mike Fitzgerald

Armor

This card cancels the play of any 'battle action' card that has the words 'strength modifier' on it.

Avalanche

Be sure to mark the Dragons that have already been paid for. You do not pay again when they are turned face-up.

Blizzard

Because the Basilisk card says, 'No Action Cards are played in a battle with Basilisk', you cannot play a 'Help' card to bring Basilisk into a battle. You can use the treasure, 'Magic Potion', to bring Basilisk to the aid of another Dragon in that row. When this happens, Basilisk and the opponent's Dragon in the battle die instantly. If the opponent has more than one Dragon in the battle, the owner of Basilisk decides which one is killed. You can determine the winner of the battle normally. When Basilisk is in a battle by himself there is no winner, since both Dragons die immediately.

Beowulf

See Sigurd

Cave

This means that the Dragon must attack a face-down card, if he can legally do so. If not, he looks for a face-up card he can attack, but attacks at a -1 modifier from his current strength.

Crevice

A Dragon caught in the crevice cannot play any 'Battle Action' cards for as long as he is in the Crevice. He may still attack and defend normally.

Earthquake

Players choose which card they discard.

Flood

You can play the Flood after Swarven Armies have been played and it cancels their play. This is an action card that does not allow the play of any Dwarven Armies this battle. See 'Timing Note' in rules.

Frost

See Flood

Frozen Lake

'Kills Dragons of 4 or more strength.' This refers to the current strength of the Dragon at the moment it discovers the terrain. This does include all modifiers from other terrains, treasurers and action cards that might be in play for the turn.

Golden Apples

This treasure protects a Dragon from the 'Killer' terrains, but all other terrains would still apply.

Heatwave

This applies only to Dragons that are face-up when it is played. Dragons that turn face up later to battle are not affected by the

heatwave.

Hero

You must play the hero before your battle phase since it is a normal 'Action' and not a 'Battle Action'. It is still your choice whether to attack twice or even to attack at all, if your opponent plays actions that change your mind. If the Dragon with 'Hero' on him dies in the first battle he can't fight the second one.

Magic Shield

See Silver Chalice

Magical Healing

A lot of players want this card to bring a Dragon back from the discard pile. It does not. It only removes any minus strength modifiers, like Terrain, from the Dragon. It will also negate the effects of action cards, like heatwave and seaweed, for that turn.

Medusa Spell

This means that the strength number on the Dragons cards is zero for the rest of this battle. Terrain, Treasurers and Battle Action cards still apply. A Shapeshifter would be zero and so would Dragons, like 'Ajatar', no matter what their abilities say.

Pit

See 'Frozen Lake'.

Poison Chalice

You can still play battle action cards after the poison chalice is played. Maybe you can add strength to your opponents Dragon so you are the lowest and still win the battle. Battle action cards are played until neither side wants to play anymore.

Possessing Spell

You add the 'Base Strength' number of any face-up Dragon to the battle. Once you have done this, that Dragon cannot be added to the battle since you have possessed its strength.

Power Switch

These Dragons switch their 'Base Strength Numbers'. That means the numbers after the word, Strength on the Dragon cards. Terrain, Action and Treasure card effects are ignored, so are extra abilities of the Dragon. Say you have a Zero Scout being attacked by 'Ajatar', who is coming from face down. At the moment you are behind 8 to 0. If you play the power switch, you are now ahead 4 to 0 because Ajatar's base strength is 4.

Quicksand

As soon as the Dragon discovers the quicksand, he loses 2 strength. From then on, during each of the Dragon owners' draw phases, put another -1 strength counter on the Dragon who is in the quicksand. This continues until the base strength of the Dragon has been modified to 0.

Shapeshifter

The Shapeshifter takes on the Base Strength of the Dragon it is in battle with. If the Shapeshifter is brought into an existing battle with more than one opposing Dragon, the Shapeshifter decides which Dragon to become. The Base Strength refers to the number after the word, Strength, on the Dragon card. You do not take into account any modifiers, like Terrain or Treasurers or Dragon special abilities. If two Shapeshifters were battling, they both would be threes, since that is their base strength. If a Shapeshifter attacks a zero strength Dragon, the Shapeshifter becomes zero strength. The three on the Shapeshifter card for strength is merely a guide as to how much you need to pay to make the Shapeshifter battle.

Sigurd

Sigurd kills any Dragon whose current strength is 2 or less. This does include all modifiers from Terrain, Action Cards and Treasurers. Read the rules on Dragon Slayers, carefully, as all Treasure cards do not apply, since a Dragon Slayer action is not a battle.

Silver Chalice

This is a 'Battle Action' since it says, 'When Attacking'. You may use the Silver Chalice as many times as you want during a battle. (We call this card, 'The Drug' because it is addictive and expensive.)

Sir Lancelot

See Sigurd

Stranglehold

The player discarding has the choice of which cards to discard.

Swamp Mole

See Frozen Lake

Tornado

You must pay for each of the Dragons as you turn them up. This allows you to turn Dragons face-up without sending them into battle right away. If you turn them back face-down with an 'Avalanche' or 'Cauldron' be sure to mark them as already paid for.

Tunnel

See Cave

Turn The Tables

You must play this card on your opponents turn in the action phase before the battle phase. Since your opponent has the first chance to play an action, he could play a Dragon Slayer action and then you wouldn't want to turn the tables because he would not be getting a battle phase. If he doesn't play a Dragon Slayer action and you play turn the tables, he must attack the card you choose if he has a Dragon who can legally attack it.

Underwater Cave

See Cave

Wall

A Dragon with the wall on him cannot get help from other Dragons in a battle, but he can give help.

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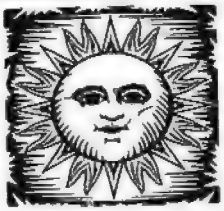

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GALACTIC EMPIRES

THE ESSENTIALS OF COLLECTING

by C. Henry Schulte,
Richard J Rausch, John M Hammer

The questions asked most often by players (and dealers for that matter) calling Companion Games' toll-free number (1-800-49 GAMES) are 1) How can I tell the difference between the Alpha, Beta, Introductory, Primary, New Empires and Series 1-3 and 2) What are the number of cards in each set and how many of each were printed? This article will help to clarify this.

IMPORTANT NOTE: Many players and dealers are not aware that the Basic Decks consist of 50 identical common cards (with no random cards in the Introductory Edition and just 5 random uncommon cards in the Primary Edition). This means you do not have to buy more than one of these starter decks ever. If you see a dealer or player who is not aware of this, please kindly advise them so they don't buy lots of decks, getting the same cards over and over again.

Why was this done? We designed these decks to be viable decks which work right away. Two players can even play the Basic Game with one deck. This gives you the chance to see if you like Galactic Empires without investing lots of money just to be able to play. It also shows how confident we are in the game system and new artwork; we're sure you will like Galactic Empires enough to purchase Expansion Packs (boosters) and increase your card set and variety of play options.

THE EDITIONS

INTRODUCTORY EDITION

Introductory Edition consisted of two print runs: Alpha and Beta. Introductory Edition is also known as Series 1. This was a limited set of cards chosen from our playtest set of over 400. It was meant to test the waters for the product before spending huge amounts of funds on a major production run. There are only 2 major empires in the Introductory Edition plus several ships from two minor empires.

The Alpha card set consisted of 91 different cards (the alpha rulebook back cover stated 92, but one version of a card was left out). The left and rights (two cards which are the same except for the artwork being flipped horizontally on one of them) are counted as different cards for the purpose of determining how many cards there are in the set. These cards were published on linen-finished cardstock which was 12pt before compression and 10.5pt after. The only significant difference between an Alpha card and a Beta card is that the Alpha cards do not have a ™ on the back (Galactic Empires) side of the card. The Alphas were packaged in clear plastic shrink-wrap without boxes or flow wrapping due to a packaging delay.

The Beta card set consisted of 90 different cards (13 of which did not appear in the Alpha version; 14 Alpha cards did not appear in the Beta run). Left and rights are counted as different cards for purposes of how many cards there are in the set. Beta cards

M7 Juggernaut XXXX

Illustration © 1994 Ron Rousselle II

Juggernaut:
- This giant mechanical titan attacks only bases.
- After destroying one base, the juggernaut player designates a new base (of any opponent).
- A juggernaut is only affected by heavy weapons damage.

O9 Alliance Treaty

Illustration © 1994 Melissa Benson

Alliance Treaty:
You have just signed an alliance treaty with an outside force. Do one of the following:
- Immediately draw 5 cards.
- Play this card on an opponent, preventing him from firing weapons at your fleet for 2 turns unless you fire on him first.

Discarded after use.

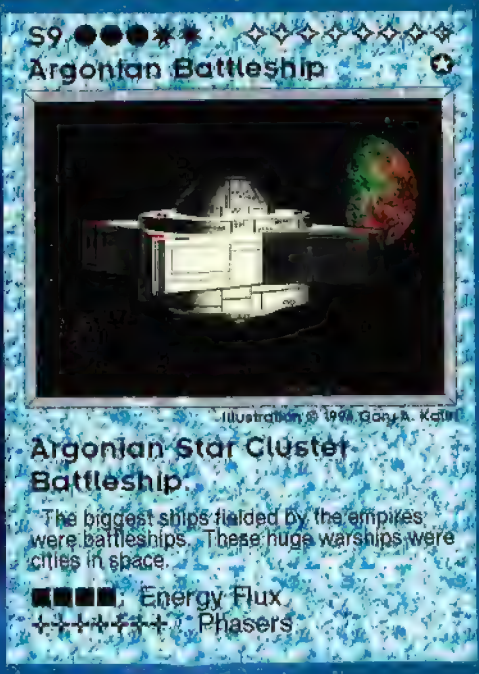
D7 ●●●✱ ✪

Neutron Dragoness

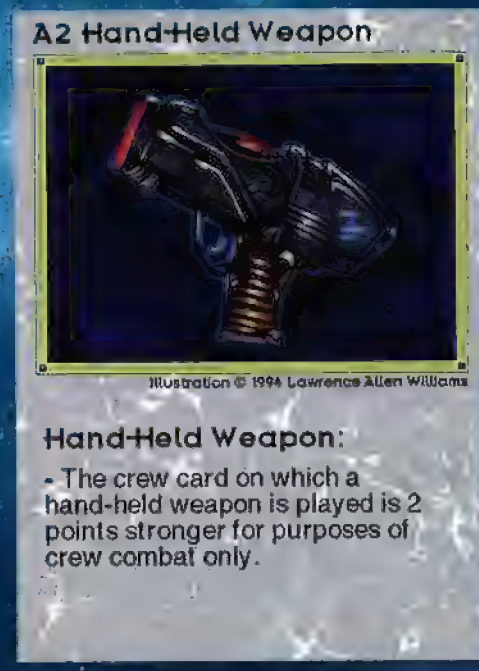
Illustration © 1994 Edward Beard Jr.

Neutron Dragoness:
The neutron dragon's scales are as dense as neutronium.
- The dense scales prevent all heavy weapons damage.
- Command point applies only when playing the Dragon Empire.

■■■■: Breath Weapon
XXX: Physical Damage


S9
Argonian Battleship
Illustration © 1994 Gary A. Kalin
Argonian Star Cluster Battleship
The biggest ships fielded by the empires were battleships. These huge warships were cities in space.
Energy Flux
Phasers

Q3 Bureaucracy
Illustration © 1994 Ben Peck
Bureaucracy:
For two complete turns all players (except the owning player) may only play 2 cards (no exceptions or modifications). This card is then discarded.


A2 Hand-Held Weapon
Illustration © 1994 Lawrence Allen Williams
Hand-Held Weapon:
- The crew card on which a hand-held weapon is played is 2 points stronger for purposes of crew combat only.

were published on linen-finish cardstock which was 12pt before compression and 10.5pt after. The Beta cards have a ™ on the back side of the card just beneath the last 's' in *Galactic Empires*. The Betas were packaged in full color deck boxes and silver flow-wrapped Expansion Packs.

The Introductory Edition had 50-card Basic Decks at $9.95 and 10-card Expansion Packs at $2.45. The decks were identical. The Expansion Packs were random with 6 common and 4 uncommon/rare cards in each.

Introductory Edition Print Quantities (Exact):

Ratio to Rarity:

		Alpha	Betas
Very Com.	6.7:1	19,600	168,000
Common	3.4:1	9800	84,000
Uncommon	2:1	5840	34,800
Rare	1:1	2920	17,400
Very Rare	none	none	none
Special (Entity)		none	none

PRIMARY EDITION:

This edition was how the game was first tested. It is the complete core card set for Galactic Empires. The Primary Edition is also known as Series 2. There are 430 different cards in the Primary Edition, of which only 5 cards have a left and right version. These cards were published on a 12pt cardstock which does not have a linen finish. Primary cards are different from Alpha and Beta cards in several ways: There are no text boxes at the bottom of the card, the background texture flows right under the text and the artist of each card is shown in print just under the image. Additionally, primary cards may seem crisper since the print resolution was increased. There are 8 usable empires in the Primary Edition.

The Primary Edition has 55-card Basic Decks at $8.95 and 12 card Expansion Packs at $2.45. The decks have 50 common cards and 5 random uncommon cards. There are 2 different starter decks (A&B) - there are 2 major empires in each. The Expansion Packs are random with 5 common, 4 uncommon, 2 rare and 1 very rare card in each. Additionally, there is 1 entity card packed at random replacing a Very Rare card.

Entity cards are ultra-rare strength-10 cards which represent legendary beings, unique ships, singular events etc. There are 9 different entity cards in the Primary Edition. They are the most powerful cards in the game and are never printed in more than 1 print run.

The 9 entity cards in the Primary Edition are: C10 Primordial Warrior by Robert A. Kraus, C10 Scholar by Lawrence Allen Williams, D10 Deinos Nameh - Dragon King by Edward P. Beard Jr., D10 Draxos III - Dragon Queen of the Imperial Cluster by Douglas Chaffee, E10 Subspace Stabilizer by Michael Trapp, H10 Akru Supernova by Mitchell Davidson Bentley, O10 Planetary Destruction - The Destruction of Argon VIII by Mark Poole, S10 Indirigan Battleship by Gary A. Kalin, T10 Super-Massive Star by Mitchell Davidson Bentley.

When the first printing of the Primary Edition is exhausted, it will be reprinted as the Unlimited Edition and remain in print. The entity cards will not appear in this reprint.

Projected Primary Edition Print Quantities (Projected as of 12/94)

Ratio to Rarity:

		Primary
Common	13:1	400,000
Common	8:1	240,000
Uncommon	4:1	120,000
Rare	2:1	60,000
Very Rare	1:1	30,000
Special (Entity)	1/2:1	15,000

NEW EMPIRES:

New Empires is an add-on card set for use with Galactic Empires. New Empires is also known as Series 3. There are 200 different cards in New Empires. These cards will be printed on the same cardstock as the Primary Edition. There are 4 new empires (bringing the total to 12) introduced in New Empires.

New Empires will have a 50-card Basic Deck at $7.95 and 12-card Expansion Packs at $2.45.

There will be an extra 10 entity cards found in the first printing of New Empires in addition to the 200 standard cards mentioned above.

When the first printing of New Empires is exhausted, it will be reprinted in an unlimited edition (minus the entity cards of course).

COLLECTING CARDS

Q: So what's the best way to buy the cards? Should I just get the Primary Edition? Just get Beta?

A: Primary Edition has neat new art and a bigger percentage of powerful cards than the Introductory Edition. If

you're not a collector you might wish to start with the Primary edition right away, but 30 of the cards found in Beta have become at least one rarity level higher (and often 2 or 3 levels higher) in Primary Edition. This means you would be more likely to get them (or perhaps multiples of them) by buying the Betas. Many of these cards are the best ones in the game including: the H1 Time Warp, O4 Repair Delivery, H6 Supernova, C4 Fighter Pilot, O5 Breakdown, T5 Vorn Ringed Gas Giant, T5 Homecloud Nebula, and more.

DECK BUILDING SUGGESTIONS:

Q: Can you give me some general guidelines on how to build a deck?
A: Each empire has different requirements and many players build different decks for each empire.

GENERAL: Every deck should have an abundance of terrain, ship and crew cards. These seem to be the most important overall. Any card which gives you extra card plays, extra card draws or access to cards which have been discarded, is an absolute must. Cards which generate command points are also critical.

ARGONIAN: The Argonians are the most straight-forward empire. Generally, terrain cards which provide an even mix of points are better than terrain which provides just one type of point. Beneficial cards include: R/E2 Gaseous Protection Chamber, R/E4 Hull Rotation, E7 Strobe, E8 Energy Flux Mode Enhancement, T5 Homecloud Nebula.

KREBIZ: The Krebiz also need diversified terrain. Seek to place the more powerful capsules and cruisers in your deck before selecting weaker ones. Beneficial cards include: Armor cards, E1 Capsule Engine Pack, E6 Sabot Sequencer, R/O6 Emergency Capsule Separation, T7 Krebizar.

CORPORATION: The Corporation needs lots of energy to power the variable plasma weapons. This means terrain which is heavy on energy output. Beneficial cards include: Any Heavy Weapon Refit cards, E6 Warp Field Destabilization Gun, E9 Shroud, T9 Corporate Homeworld.

MECHAD: Energy producing terrain is a must! The EM field needs tons of power. Bases are also important since wise opponents will try to destroy your terrain whenever possible. Science officers are also good to use to defeat the M3 Alien Parasites card. Beneficial cards include: T5 Star, Nebula cards, Distribution Node cards, Tram Refit cards, C8 Mechad Overlord, E6 Super Computer, T8 Mechad System.

BOLAAR: The Bolaar can use foreign technology as if it were standard technology, and exclusive technology as if it were foreign technology, therefore, load up on these equipment cards and the science officers and engineers. You might wish to select several of the large Indirigan ships as you don't have many big ships of your own. Beneficial cards include: E6 Deflection Transfer Device, E8 Bolaar Phaser Capacitors, R/E4 Multi-Purpose Phasers.

VEKTREAN: The Vektreans have an abundance of command points on their ships. This allows you to drop some of the command point cards for cards with more powerful or varied functions. You might wish to select several of the large Indirigan ships to use as there aren't many big Vektrean ships. Beneficial cards include: E2 Repulsion Beam, T5 Vektrean Asteroid Outpost, and T9 Vektrean Asteroid Starbase.

INDIRIGAN: The Indirigans have very large ships, but fewer than average armaments, thus phaser and heavy weapon refit cards are helpful. Supply-heavy terrain cards are vital also. Beneficial cards include: C9 Indirigan Chieftain, R/E4 Multi-Purpose Phasers, E6 Indirigan Repair Bay and E8 Fuser.

DRAGON EMPIRE: Dragon cards are some of the popular. The lowly D1 Scintillating dragon is a great card - it cannot by damaged by weapons, so it protects the Sector HQ well. Wise opponents will be sure to have a good supply of damage-causing hazard cards to eliminate this little dragon.

Crew, Equipment and Occurrence cards are less important since most of them cannot be played on dragon cards, but crew which generate command points are very helpful. Bases are also important since they protect terrain - and dragons need alot of points to function. Beneficial cards include: All of the dragon terrain cards, molting cards, R/L4 Monster Healing, R/L4 Monster Overstrike.

R/L8 Demigod Diversion

Illustration © 1994 Mark Poole

Demigod Diversion:

- Diverts any one stack of cards about to be discarded (belonging to you) and places them back into your hand.
-Discarded after use.

H9 Dimensional Portal

Illustration © 1994 Christina Wald

Dimensional Portal:

A rip in the fabric of space which causes a ship to be moved millions of light years out of position.
- Ship may not fire weapons, be fired at, or protect the Sector HQ.
- Portal is discarded by research points equal to twice the strength of the ship. All research must be applied by the affected ship.
- While in the portal the ship does not count against command limits

S6 * Garbage Scow

Illustration © 1994 Ron Rousselle II

Garbage Scow: +●/-●

Garbage scows are responsible for recycling or removing garbage.
- Provides one extra economy each turn.
- Dumps unusable garbage onto an opponent terrain card, draining one economy.
++: Phasers

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The Last Card

Thanks for reading,,, We were so overwhelmed with the response to our Raisin inquiry, that we decided to send all the curious souls who sent in responses, by the time of this writing, a booster pack - most of them were wrong... two of them were right. The special two will get a special extra prize.

The Loyal Raisin Followers are:
B. Geller - Clark, NJ
E. Soltes - Flossmoor, IL
J. Williams - Chapel Hill, NC
K. Ferrell - Cherry Hill, NJ
D. Hyde - Winchester, MA
G. Watkins - Westminster, CO
S. Gross - Chesterfield, MO
K. Pawloski - Thousand Oaks, CA
J. Dang - Vancouver, WA
A. Bradley - San Antonio, TX
Lindall - Minneapolis, MN
D. Thigpen - Franklinton, LA
J. Reeves - Stephenville, TX

Let's see.... we had a Mac attack of a different kind this issue, and we're off now to get more toys for the next adventure. In memory of this issue... Checkers, Raspberry Rendezvous, Black Label and the oh so important pretzel mania. Special thanks to the gentlemen of the evening who had a few kind words and enough twisted humor to pass on. Fond regards to the makers of image toys, who gave us purposeful procrastination... We have not forgotten the wanderers who tried us out, the west key style, or the quest for shrimp. We're about to descend to another level now... hold on tight... Until next time... May your days be as warm as our nights!

DESPERATELY SEEKING GEORGE APPLETON

If you know of his whereabouts or perchance an alias he's currently using, please write and let us know! Helpful people are often rewarded... Even a phone number would end our quest...

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Site. *Plane*: Abyss (Azzagrat). *Unique.*
"Seasons changing in the Viper Forest? Berk, the only things likely to fall there're careless cutters and fools."

INTRODUCTION

Throughout eternity, the lords of the nether domains have fought an endless Blood War. Leading infernal hordes, they have battled back and forth across reality's lower planes, each seeking to seize sufficient territory to become supreme. And behind the scenes, they have plotted and schemed, endeavoring to win through intrigue what they could not gain through combat. Now the Blood War has overflowed the nether realms and spills across all the planes of existence. In the Blood Wars card game, you guide your own warlords and legions in a bid for dominance. The first player to seize enough battlefields for supremacy wins the game!

CORE CONCEPT

The Blood Wars game is a collectible card game of intrigue and combat. Each deck contains a random mix of cards representing battlefields, warlords, legions, and elements of fate. Players use their warlords, legions, and fate cards to seize battlefields. The winner is the first to capture enough battlefields to match a preset number of victory points.

Any number of players can compete in a Blood Wars game session, from two to infinity, though four or five is optimum. By collecting new cards, players can tailor their decks to their own tastes, shaping the game to the style of play they prefer.

CARD DIAGRAM

All of the Blood Wars cards use a single design, though details differ from card to card.

Type: Identified as Warlord, Legion, Battlefield, or Fate.

Title: The card's name.

Illustration: Warlords are framed in a shield shape, Legions in an oblong, and all others in a square.

Challenge Box: Lists Alignment (by letter and color), Combat Strength (CS) or Intrigue Strength (IS), and a Random Result (RR). Battlefields list Victory Points (VP) rather than CS or IS.

Text Box: Contains descriptive text and/or special rules.

Icon: Identifies the home plane of a Legion, Warlord, or Battlefield, or the type of Fate card (Acolyte, Item, Orders, Spell, and Support).

Activator: A symbol indicating if the use of a special power requires the card to be flipped, discarded, or sent to the DeadBook (removed from play) when used.

Card Number: Roman numerals identify what edition the card belongs to; arabic numerals identify the card individually within that printing.

DECK CONSTRUCTION

A Blood Wars deck can be played right out of the box, but there is a great deal of fun in tailoring your own deck. Modified decks can range from 40 to 100 cards,. The chart below tells how many cards of each type a deck can contain. Note that some types are also limited by maximum total Combat Strength (CS), Intrigue Strength (IS), or Victory Points (VP) in a deck.

Also, a deck can have no more than 3 identical cards.

Deck Size: Card type	40	50	60	70	80	90	100
	Number Allowed						
Warlord	3-5	3-6	3-7	3-8	3-9	3-9	3-9
Max. IS	60	70	80	90	100	110	120
Legion	10-20	10-25	10-30	10-35	10-40	10-45	10-50
Max. CS	120	150	180	210	240	270	300
Battlefield	5-12	5-15	5-17	5-20	5-22	5-25	5-27
Realm	0-2	0-3	0-4	0-5	0-6	0-6	0-6
Layer	0-2	0-3	0-4	0-5	0-6	0-6	0-6
Site/Town	0-4	0-5	0-6	0-7	0-8	0-9	0-10
Max. VP	40	50	60	70	80	90	100
Fate	0-15	0-20	0-25	0-30	0-35	0-40	0-45
Acolyte	0-10	0-12	0-14	0-16	0-18	0-20	0-20
Item	0-15	0-20	0-25	0-30	0-35	0-40	0-45
Artifact	0-1	0-2	0-3	0-4	0-5	0-5	0-5
Magical	0-3	0-4	0-5	0-6	0-7	0-8	0-8
Other	0-15	0-20	0-25	0-30	0-35	0-40	0-45
Orders	0-3	0-4	0-5	0-6	0-7	0-8	0-9
Spell	0-10	0-12	0-15	0-17	0-20	0-22	0-25
Support	0-8	0-10	0-12	0-14	0-16	0-18	0-20

TURN SEQUENCE SUMMARY

0. PRE-GAME PHASE

Set the Stage: Choose game length (number of VP). Muster In: Choose number of Challengeless turns.

Collect Forces: Draw 6 cards, minimum 1 Warlord. Seize Initiative: Draw RR for first Acting Player.

1. Opening Phase

Reinforcements: Draw 2 cards into Command Hand.

2. Assembly Phase

(Skip during first turn.)

Troop Formation: Legions & Fate to Battle Hands.

3. Action Phase

(Skip during Mustering Period.)

Challenge: Reveal Battlefield & type of Challenge. Conduct according to Combat or Intrigue summary.

Rally: Failed,Acting Player may Challenge again.

4. Resolution Phase

Induct New Warlords: Add Warlords to the table.

Regroup: Unflip Warlords & Battle Hands.

Cull the Weak: Reduce Command Hand to 7 cards. 5. Victory Phase

War Report: Acting Player wins if he possesses sufficient VP; otherwise player to the left becomes the new Acting Player.

INTRIGUE SUMMARY

Flex Political Muscle: Acting Player presents his Challenger. Dissenting Opinions: Other players declare Warlords in aid or opposition, starting at Acting Player's right.

Power Caucus: Use Warlords' Intrigue Powers, then Legions'. Use Fate.

The Ballot: Draw Hidden Ally (RR) for each side. Compare sides' IS totals.

Bloodless Coup: Successful Challenger takes the Battlefield. His allies draw cards in payment.

Loss of Status: Unsuccessful Challenger is flipped; his Legions